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VISIONS

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can anyone survive **Eternal Champions CD?**

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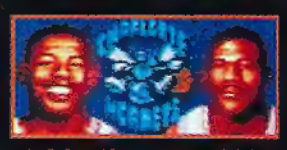
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INSIDE ACTION

SAY WHAT? OVERHEARD at SEGA Page 3



Earthworm Jim screams on Sega CD. Page 54

REVIEW THIS!

Stay on top of your game with these sneak peeks and in-depth reviews of the hottest titles coming your way.

32X

28 36 Great Holes Starring Fred Couples
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40 Corpse Killer
42 Night Trap

Would you buy a game from these guys? Page 18

GAME FEATURES

8 Eternal Champions
Rip! Splat! The CD version of this classic Fighting title is serving up violence on a grand scale. Check out the new characters, new animation, and new ultragruesome background-related kills. You'll be eternally addicted.

12 Third-Party Awards
Sega honors the outstanding games of the year.

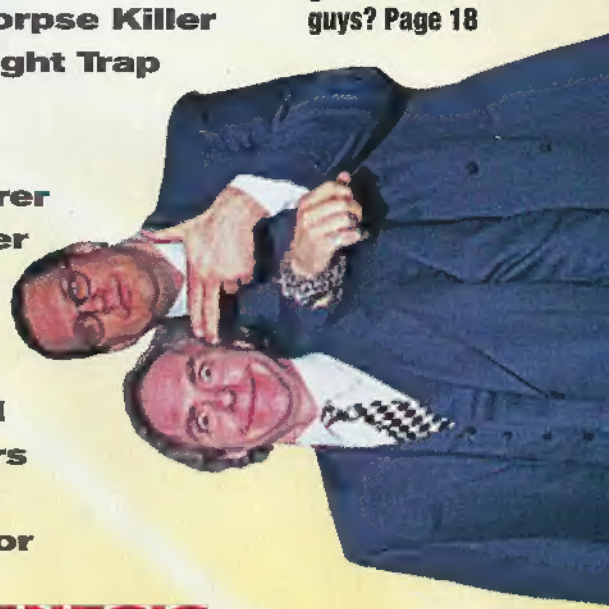
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Virtua Fighter 2 and Daytona USA take the arcades by storm.

18 Penn and Teller
A seriously warped sense of humor is infiltrating your Genesis, thanks to the bad boys of magic.

20 Phantasy Star IV
Spellbinding RPG adventure storms the Algo star system with more weapons, vehicles, cinematics, and everything else that a Motavian monster hunter could want.

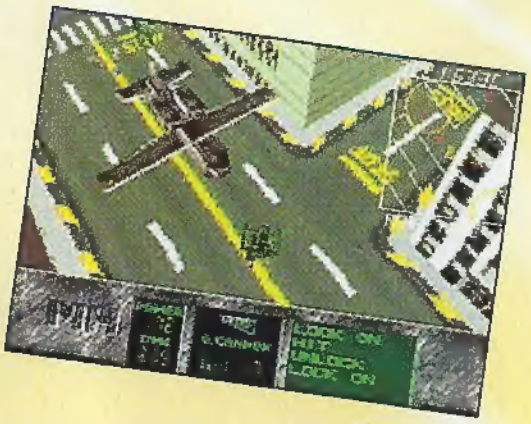
22 The Adventures of Batman and Robin
The Dynamic Duo takes on such inveterate underworlders as the Joker, the Mad Hatter, and their ringleader, Mr. Freeze.

24 Comix Zone
Welcome to the hippest comic book you've ever seen.



SEGA CD

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Metallic mayhem at breakneck 32X speeds. Page 32

GENESIS

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66 Power Rangers

Yipes! Penn and Teller have escaped into the entire issue. How many of them can you find?



Now that's overkill. Page 8

DEPARTMENTS

68 Fast Takes
Short and snappy reviews of 18 of the wildest and weirdest games out there.

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The year's best third-party titles. Page 12



DESERT DEMOLITION

Starring Road Runner and Wile E. Coyote

CME TNT



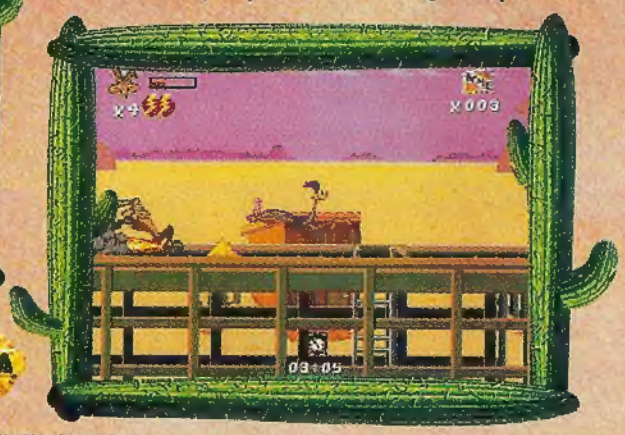
Beep! Beep! Cartoon-like graphics and loads of zany sound effects put you right in the wacky Acme action!



Cut to the chase! Play as Wile E. Coyote to get your paws on Road Runner or turn the tables and play as Road Runner for a completely different game! It's two games in one!



Railroad 'em! Ride the rails in your Rocket Skates and catch-up with Road Runner to rake in a jackpot of Acme Saving Stamps!



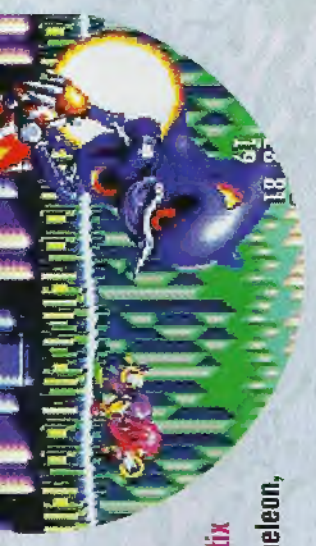
LOONEY TUNES

K-A

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Knuckles UNLEASHED in his own 32X Game!

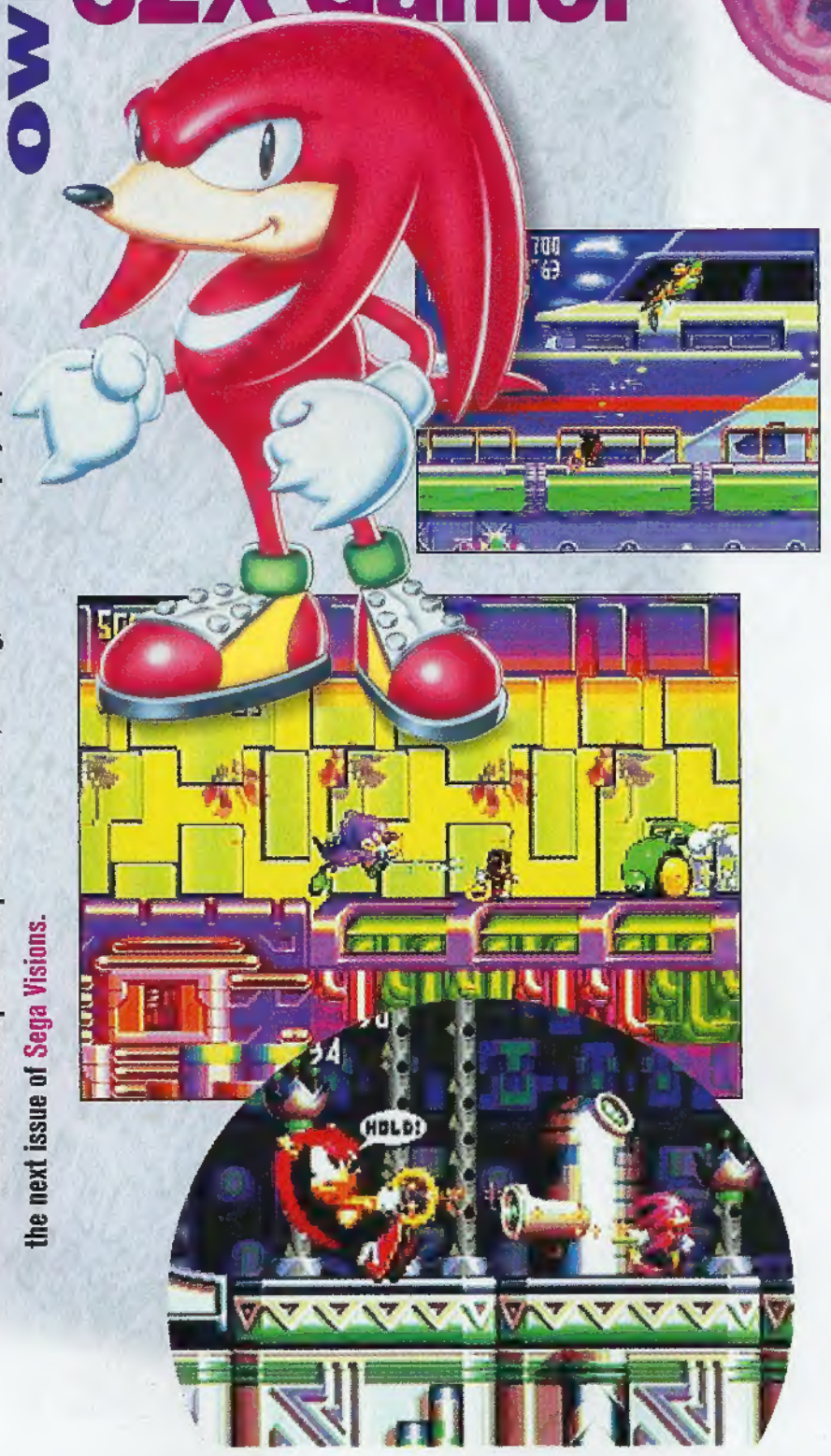


The Red Dread Tears Up the Screen in Knuckles' Chaotix

It figures that the most popular new game character of 1994 would storm into 1995 with his own hit game. Knuckles is back, but he's not the only one. Knuckles' Chaotix introduces four new characters: Vector the Crocodile, Espio the Chameleon, Mighty the Armadillo, and Charmee Bee.

The game also unleashes some new archenemies, namely Heavy and Bomb, Dr. Robotnik's evil mechanics. Get set for 25 levels of rockin' roller-coaster game play in five huge 3-D levels that only the Genesis 32X can deliver!

Look for the complete scoop on this 32-bit, 24-meg, one- or two-player speed-fest in the next issue of Sega Visions.







Sega of America SPONSORS Nation Council for Adoption

What do Sonic and Meryl Streep have in common? They both attended the annual Kids at Heart FUNraiser. Meryl Streep was the honorary chairperson of this awesome event, which benefits the National Council for Adoption (NCFA). Sonic, Meryl, and 400 kids danced to live steel-drum music, did the limbo, tried out some bungee-running, and of course played video games! For more information about the NCFA, call 800-333-NCFA.



32X gets Brutal

Gametek is finishing up a 32X sequel to its ground-breaking combat game, Brutal. The new 32X cart, Brutal: Above the Paw, will feature new characters, backgrounds, and animation. Look for a review in an upcoming issue of Sega Visions.



Return FIRE on 32X

Prolific Publishing is bringing the nonstop carnage and chaos of its armored assault game, **Return Fire**, to the **32X**. In this blood-thirsty version of capture the flag, the credo is Destroy, Destroy, Destroy! Look for the game later this year, and look for a Sneak Peek in an upcoming issue of **Sega Visions**.







Deion SANDERS does the Sega Strut



Deion Sanders, star cornerback of the San Francisco 49ers, Cincinnati Reds center fielder, and NFL defensive player of the year, is the new Sega Sports spokesperson. That's right: "Primetime" is bringing his explosive energy to **Sega Sports.** Sega selected Sanders as the most popular athlete because of his winning attitude and his ability to back up what he says on the field. Whether it's on the gridiron or the diamond, Deion's our man. Beginning this fall, Sanders will be featured in **Sega's NFL video game series,** in addition to starring in his own upcoming Sega Sports titles. He plans on being very involved and bringing his expertise and ideas to our Sports lineup. We're thrilled to have this celebrated two-sport wonder (and die-hard Sega Sports player) on the Sega Sports team! Plan on seeing a lot more of Deion – doing the Sega Sports strut.



Absolute CALLS IN the BIG GUNS to Unveil RDF: GLOBAL CONFLICT



Just before Christmas, a group of video game journalists huddled in the back of a World War II-era troop-transport truck to cross the chilly, overcast battlefields of...New Jersey? It was the beginning of a daylong event, hosted by **Absolute Entertainment,** to introduce its new **Sega CD, RDF: Global Conflict.**

Absolute transformed its extensive multimedia facilities into the "Iron Hammer Training Center," complete with armed guards, vintage military vehicles, and a command bunker. The press was given a preview of **RDF: Global Conflict,** an advanced tank simulator that puts the player in command of an M1A2 superbattletank armed with a 120mm cannon, laser-sighted missiles, and a 7.62mm machine gun.

RDF: Global Conflict challenges you to fight your way through the military and political hot spots of the world.





A General Patton look-alike addressed the troops.



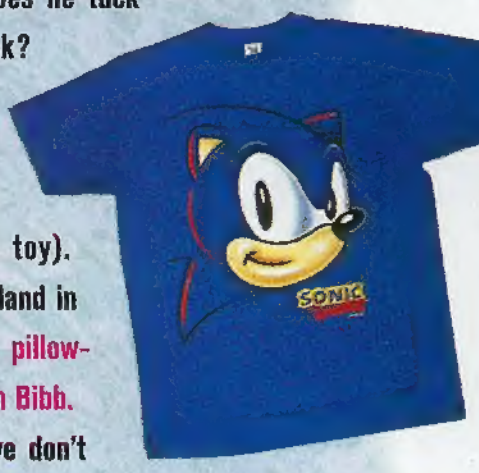
SONIC MANIA

Feeling Blue? Can't get enough of Sonic? Good news – there's a bounty of Super Sonic specialties to keep you up to speed with the fast guy. Here are just a handful of our favorites:

Wonder what the editor in chief of Sega Visions sleeps in? Honestly? He slips on a pair of Sonic Long Eddies from Wormser. These long-sleeve, allover-printed pajamas are a hot item during the chilly winter months. What does he tuck under his arm, you ask? Nothing less than his favorite blue Sonic plush toy from Caltoy (unless, of course, it's his Tails plush toy). Then he whisks off to dreamland in his peaceful Sonic sheets, pillowcases, and comforter from Bibb.







During the day? Well we don't want to get too personal here, but let's just say that Briefly Stated makes silk boxer shorts in all sizes. There are Sonic briefs, too, from Fruit of The Loom.



A trip to the office finds the chief Sonic-chic in his sweaters from Just Bottoms and Tops. After a fun-packed day at Sega Visions, the chief packs up his Sonic tote from Jaclyn, and he's off to work out in his comfy clothes from B.U.M. Equipment.

Admittedly, when it comes to anything Sonic, we're ever so slightly biased. However, we think you'll agree that he's incredibly handsome, faster than anyone you know, overly daring – a true blue star. In other words, he's simply irresistible!





Sonic & Kmart LAUNCH a Super Sonic Sweepstakes

Pick up a pair of Sonic the Hedgehog footwear at the Shoemart™ in Kmart stores. Plus, between February 26 and March 18, 1995, all Super Sonic shoppers who race right down to Shoemart can enter the amazing Sega "Be Way-y-y Cool" Sweepstakes. Cool prizes: Win a trip to Innoventions at Epcot Center in Orlando, Florida; a Sega Genesis; or a cool Sonic Pocket Arcade. Cool Sonic stuff. Get yourself to Shoemart at Kmart and drop your entry in the ballot box in the Shoemart department. They're waitinnnnggggg....

SEGA VISIONS

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oh YES... more, MÖRE! faster, FA'STER,



Tempo™





Virtua Racing™ Deluxe



Cosmic Carnage™

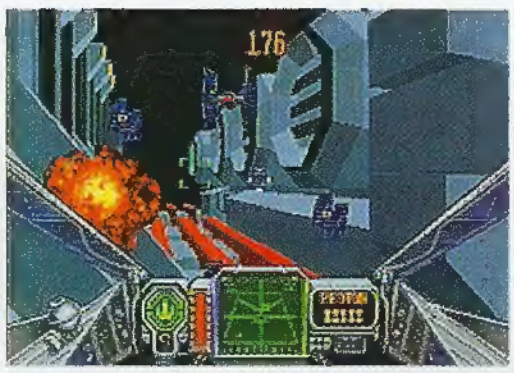
GENESIS 32X

What did you think we were talking about, you little degenerate!

Fast



Motocross Championship™



Star Wars® Arcade



Mortal Kombat® II
Acclaim



Golf Magazine® Presents 36 Great Holes
Starring Fred Couples



Doom™



Metal Head™



Get your mind out of the gutter and back on video games where it belongs!

Because when it comes to thrills, Genesis 32X games dish out all the excitement you can handle!

They blast your optic senses with over **32,000 colors.**

32X games are more **THREE-DIMENSIONAL,** more **realistic** and **40 times faster** than 16-bit games.

And there are lots of hot 32X games that can satisfy your urges in ways

other games can't. Once you get the **32X-PERIENCE,** you won't want anything else.

(Except that, you animal!)

32X is next

e r !

oh baby, oh baby...

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SEGA CD GAME FEATURE

Of Cinekills and Sudden Deaths

ETERNAL CD LAUNCHES NEW MATURE DEEP WATER LABEL

Bigger. Bolder. Badder. The sequel to Sega's smash hit Fighter is soon to blitzkrieg your Sega CD. It's *Eternal Champions: Challenge from the Dark Side* from Sega's new mature label, Deep Water. This enormous title puts loads of new fighters, endings, backgrounds, moves, tournament modes, and tunes right in your face. With three-dimensional Silicon Graphics–based openings and endings, real martial arts, and lots of hidden characters, this game puts you straight into the world of the Dark Champion. All you have to do is survive.

50 WAYS TO MEET YOUR MAKER

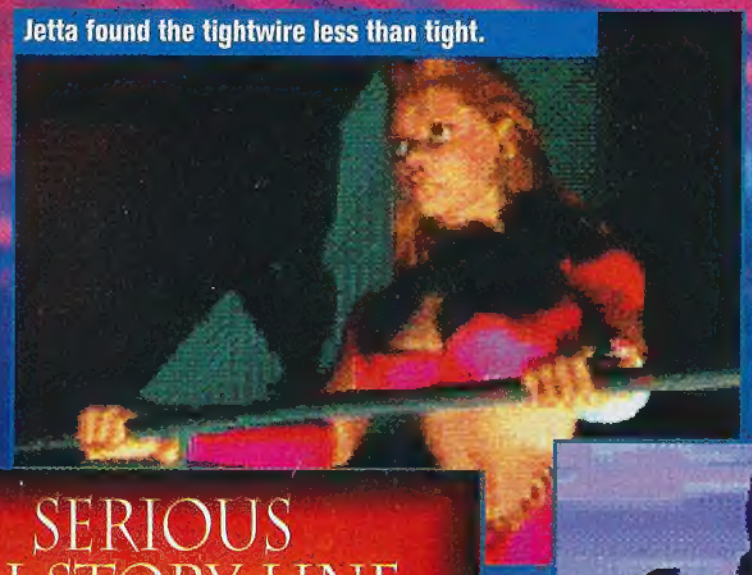
Just knife 'em in the back, Jack. Toss 'em in a fan, Stan. Blow off their head, Fred – you get the idea. This disc gives each combatant four ways to end their opponent's fighting days (for a total of 63): background-based Overkills and Sudden Deaths, spectacularly rendered SGI-animated Cinekills, and personalized Vendettas. Talk about final.

FIGHTERS BY THE SCORE (OR MORE)

We're talkin' wall o' fighters. You get all nine of the originals (nicely enhanced), four great new combatants, nine hidden characters (these are earned as you go), the Eternal Champion, and his nemesis, the Dark Champion. For those of you who ran out of fingers and toes, that's 24 fighters.

Enjoy this early look at the biggest Fighting game ever to grace your Sega CD. Watch for tips, special moves, and wild ways to finish your opponent in coming issues of *Sega Visions*. You'll never look at dog food the same way again.









SERIOUS SGI STORY LINE

Thirteen of the greatest fighters in history are on the verge of untimely demises. In the cinematic intro, they're snatched from the jaws of death and brought forward in time to take on the Dark Champion.





NEW CHARACTERS!

ETERNAL

ETERNAL CHAMPIONS

CHALLENGE FROM THE DARK SIDE

Publisher
Sega

Controller
6-Button, 6-Button Arcade Stick

Players
1 or 2

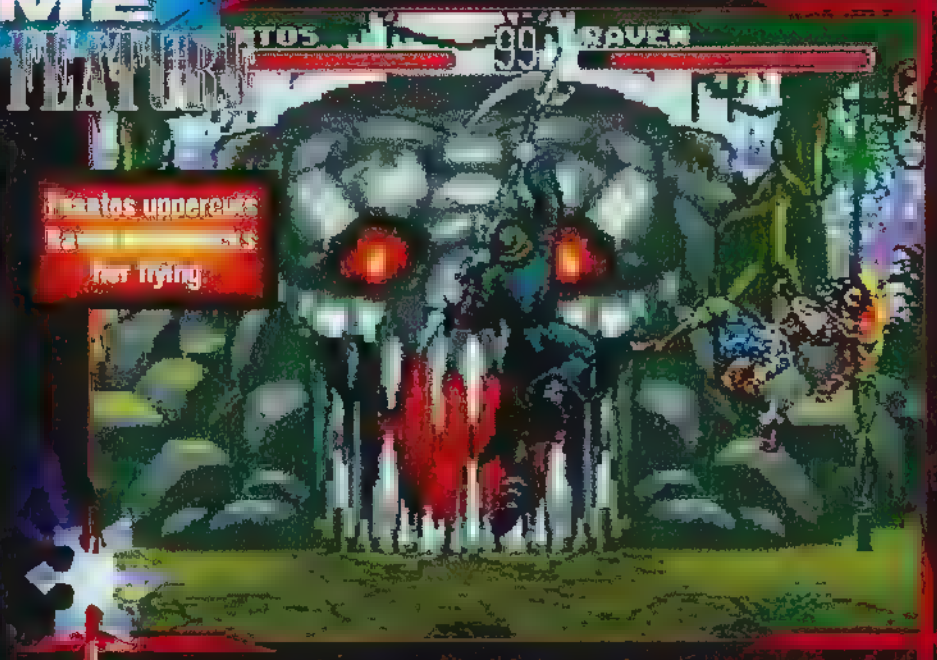
MATURE M AGES 17+



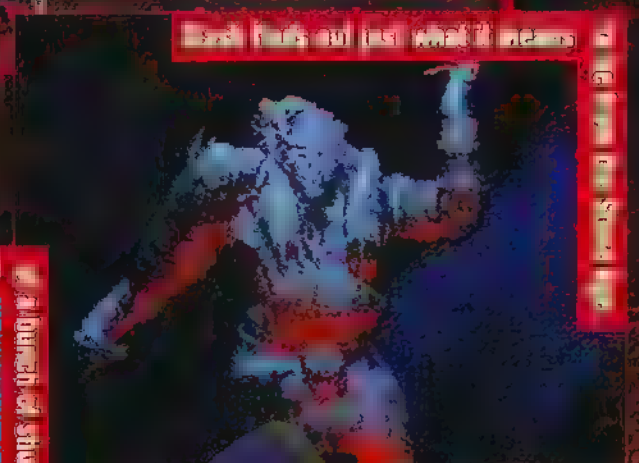


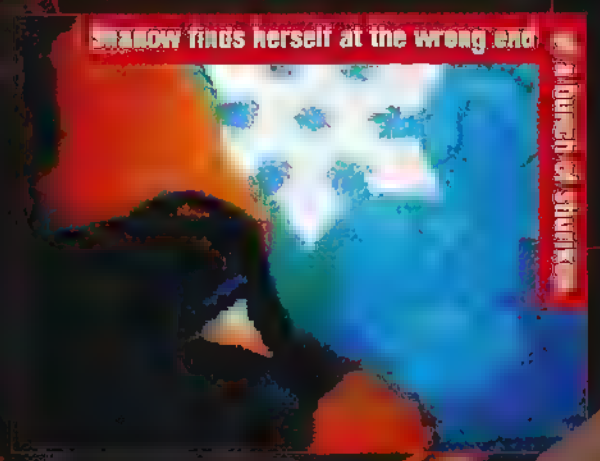
GAME

FEATURES

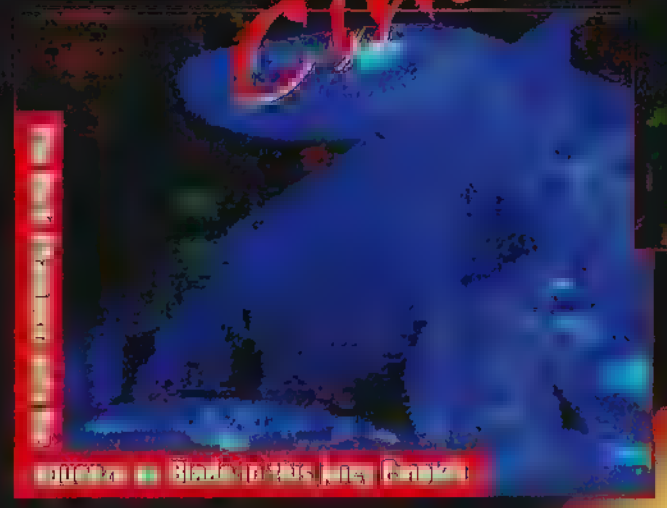








Cinekills



Vendettas





BLADE 99 DAWSON

YAPPY 99 DAWSON

Dawson's background scrolli[illegible] grabs Blade with his left

Yappy offers up [illegible] painful dance

[illegible] 99 XAVIE[illegible]

The Senator has put a[illegible] any violence from Tribe

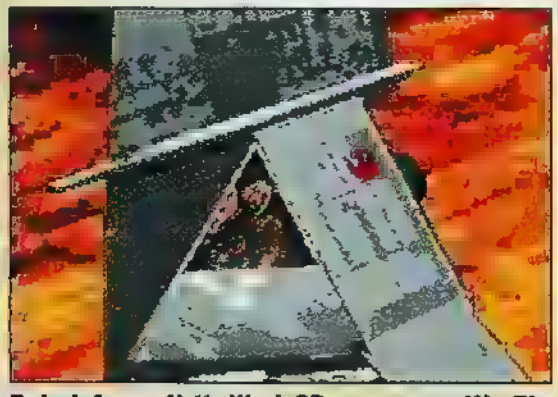
Hidden Characters

Rewarding The G

Product Of the Year

SEGA CD

Rebel Assault
JVC Musical Industries



Rebel Assault **thrilled CD gamers with film clips from all three *Star Wars* films, a movie-quality sound track, & heart-stopping warfare.**

FINALISTS

Lethal Enforcers 2: Gunfighters
Konami

NHL '94
Electronic Arts

Slam City Starring Scottie Pippen
Digital Pictures

Product Of the Year

GENESIS

Earthworm Jim
Playmates Interactive Entertainment



Gorgeous graphics, ground-breaking play, and some pretty weird humor made *Earthworm Jim* the Genesis product of the year.

FINALISTS

NBA Live '95
Electronic Arts

Mortal Kombat II
Acclaim Entertainment

Mickey Mania
Sony Imagesoft

Best Action Product

SEGA CD

Lethal Enforcers 2: Gunfighters
Konami



The Wild West shoot-'em-up Action of *Lethal Enforcers 2: Gunfighters* blew gamers away on Sega CD.

FINALISTS

NBA Jam
Acclaim Entertainment

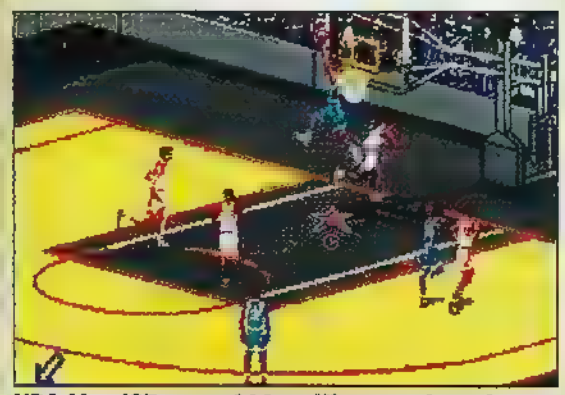
Rebel Assault
JVC Musical Industries

Soul Star
Core

Best Sports Product

GENESIS

NBA Live '95
Electronic Arts



NBA Live '95 **scored big with enough real teams, shots, and strategies to thrill any Sports fanatic.**

FINALISTS

NBA Jam
Acclaim Entertainment

FIFA International Soccer '95
Electronic Arts

NHL '95
Electronic Arts

While the past year has yielded some of the industry's most outstanding games, the Sega Third Party Seal of Quality Award winners and nominees are, without exception, the very best of 1994.

The Sega Third Party Seal of Quality Award ceremonies were held at the Winter Consumer Electronics Show in Las Vegas in January. The awards honor the finest titles produced for Sega machines by companies other than Sega. These companies are known as *third parties*, and representatives of nearly 100 such companies gathered for the occasion.

Quality Earned

Sega's third-party licensees submitted more than 300 games this year to be tested and evaluated by Sega's in-house staff of game analysts. Each title was rated for concept, quality of graphics and sound,

Excellence: Greatest Games of the Year

challenge, ease of control, depth of play, presentation of characters, and story line. Of the games analyzed, fewer than half were actually published and awarded the Sega Seal of Quality. This rigorous testing process – the continued quest for quality – ultimately guarantees the consumer that *only* games awarded the Sega Seal of Quality are as good as the system on which they're played.

Simply the Best

These winners and nominees have been selected as the most outstanding games of 1994. The winners not only have earned the Sega Seal of Quality but also have been singled out by the most discriminating video gamers in the world. They are the official recipients of the 1994 Sega Seal of Quality Awards.

Product Of the Year

GAME GEAR

Fatal Fury Special Edition
Takara



With a brilliant translation of the arcade hit, *Fatal Fury Special Edition* for Game Gear walked away with Product of the Year honors.

FINALISTS

Mortal Kombat II
Acclaim Entertainment

FIFA International Soccer '95
Electronic Arts

F-15 Strike Eagle
Microprose Software

Best Action Product

GENESIS

Mortal Kombat II
Acclaim Entertainment



***Mortal Kombat II* slammed home the most furious Action on Genesis with stunning moves, graphics, and speed.**

FINALISTS

Earthworm Jim
Playmates Interactive Entertainment

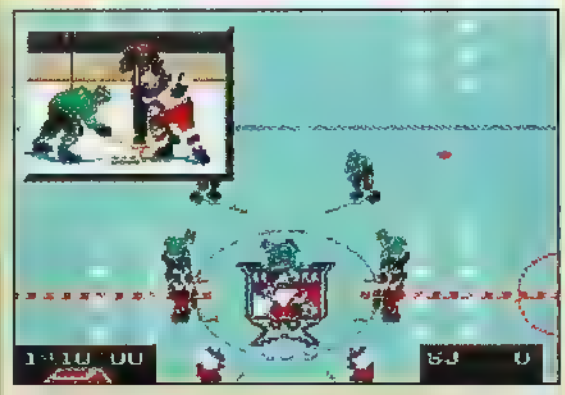
Super Street Fighter II
Capcom

Shaq-Fu
Electronic Arts

Best Sports Product

SEGA CD

NHL '94
Electronic Arts



Cinematic footage of real NHL games, crisp sound, and a true hockey feel made *NHL '94* the hottest Sports title on Sega CD.

FINALISTS

FIFA Soccer
Electronic Arts

Links
Virgin Interactive Entertainment

Slam City Starring Scottie Pippin
Digital Pictures

Best Adventure/ RPG Product

GENESIS

New Horizons: Uncharted Waters 2
Koei



***New Horizons* plunged players into engrossing RPG Adventure with historically based strategy and multiple story lines.**

FINALISTS

Dune II: Battle for Arrakis
Virgin Interactive Entertainment

Battletech
Absolute Entertainment

Mickey Mania
Sony Imagesoft

Best Adventure/ RPG Product

SEGA CD

Lunar
Working Designs



With intricate game play and brilliant anime graphics, *Lunar* was the outstanding RPG on Sega CD.

FINALISTS

Heart of the Alien
Virgin Interactive Entertainment

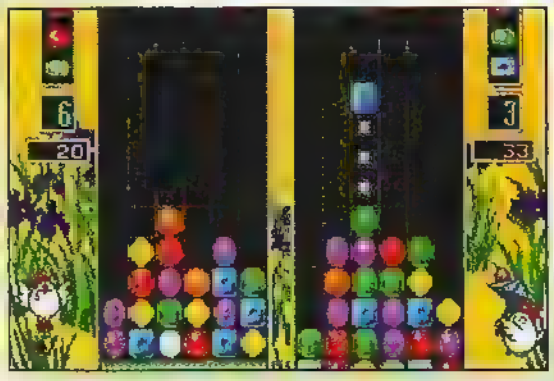
Rise of the Dragon
Dynamix

Vay
Working Designs

Best Puzzle/ Strategy Product

GENESIS

Columns III
Vic Tokai



***Columns III*'s seriously addictive and fast-moving puzzles had strategy gamers straining their brains.**

FINALISTS

Knights of the Sky
Microprose Software

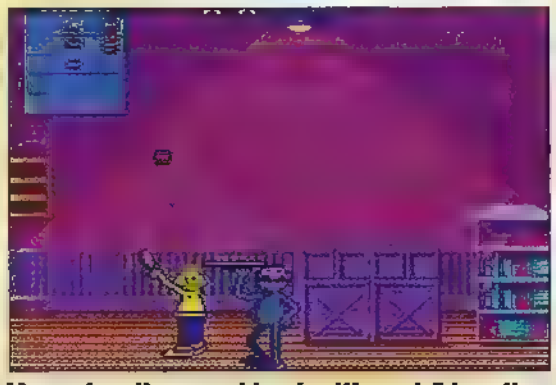
New Horizons: Uncharted Waters 2
Koei

Jeopardy Deluxe
Gametek

Best Education Product

ALL PLATFORMS

Grover's Counting Cafe
Electronic Arts



Muppet antics combined with real Educational value to make *Grover's Counting Cafe* a hit with kids and parents alike.

FINALISTS

The Animals
Mindscape

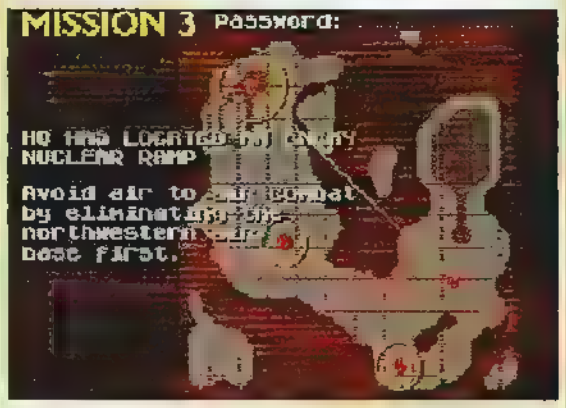
Math Blaster
Davidson Associates

My Paint
Saddleback Graphics

Best Flying/ Driving Product

GENESIS

Red Zone
Time Warner Interactive



Aerial combat doesn't get any faster, tougher, or more realistic than *Red Zone*.

FINALISTS

Battletech
Absolute Entertainment

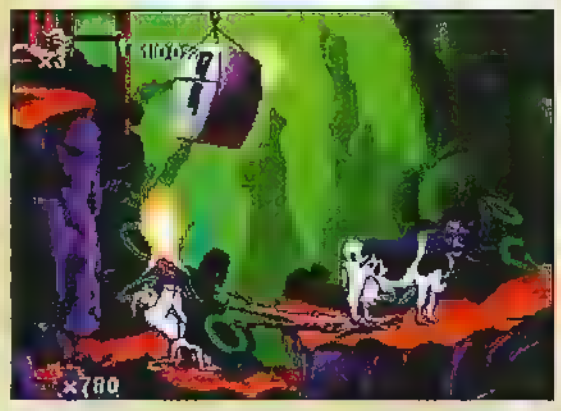
Top Gear 2
Vic Tokai

Urban Strike
Electronic Arts

Best Graphics

GENESIS

Earthworm Jim
Playmates Interactive Entertainment



***Earthworm Jim*'s amazing graphics look and feel like a live-action cartoon.**

FINALISTS

NBA Live '95
Electronic Arts

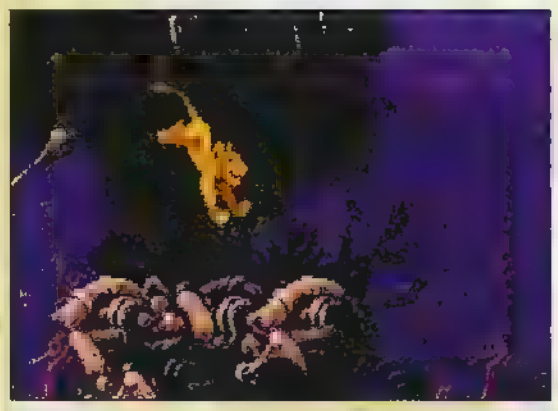
Mortal Kombat II
Acclaim Entertainment

Mickey Mania
Sony Imagesoft

Best Sound

GENESIS

The Lion King
Virgin Interactive Entertainment



Simba's roar and all the sounds of the jungle ring loud and clear in *The Lion King*.

FINALISTS

Earthworm Jim
Playmates Interactive Entertainment

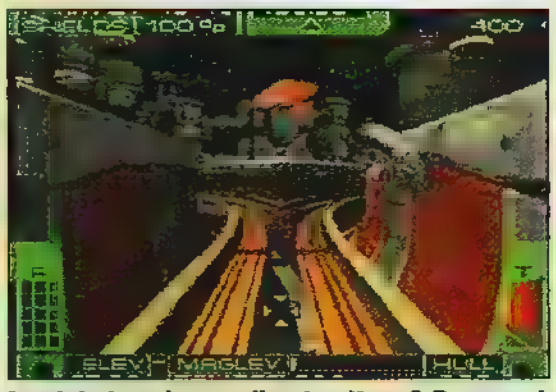
MTV's Beavis & Butt-Head
Viacom New Media

Boogerman
Interplay Productions

Best Graphics

SEGA CD

Loadstar: The Legend of Tully Bodine
Rocket Science



***Loadstar*'s unique cell animation, 3-D computer modeling, and special effects created the most dazzling CD graphics of the year.**

FINALISTS

Cliffhanger
Sony Imagesoft

Dragon's Lair
Readysoft

Heart of the Alien
Virgin Interactive Entertainment

Best Sound

SEGA CD

Rebel Assault
JVC Musical Industries



From the roar of the TIE fighters to the film-quality John Williams score, *Rebel Assault* delivered the best sound on Sega CD.

FINALISTS

Mickey Mania
Sony Imagesoft

Mortal Kombat
Acclaim Entertainment

Soul Star
Core

Best Packaging

ALL PLATFORMS

Brutal: Paws of Fury
Gametek



***Brutal: Paws of Fury* gave gamers spectacular box art and an easy-to-read manual.**

FINALISTS

Pitfall: The Mayan Adventure
Activision

NBA Jam
Acclaim Entertainment

Vay
Working Designs



Although the Sega Third Party Seal of Quality Awards presentation is certainly one of the most distinguished and important ceremonies of the year, it isn't exactly what you'd call a formal event (after all, we are Sega). This year was no exception. Just when the VP of new business development and third-party licensing, Chris Garske, began to announce the winners, there was a humongous commotion. Rushing onstage and completely disrupting Garske's speech were none other than the comic-and-magic duo Penn and Teller. From that point on, it was comedy and chaos. (That's what happens when you have Penn and Teller announcing awards, levitating people in the audience, and eating fire, not to mention swallowing real needles.)





VIRTUA FIGHTER

Sizzling-Hot Arcade Games You'll Wish You Could Bring Home

Virtua Fighter 2 Knocks Out All Contenders

The Ultimate 3-D Fighting Game

The Second World Fighting Tournament has begun! With increased speed and added moves, Virtua Fighter 2 easily KOs all the other arcade fighters. It's not only twice as fast as Virtua Fighter but it also surpasses the original in ultrarealistic 3-D character movements, improved motion control, and life-like texture-mapped graphics.

Virtua Knockout!

The result is seamless 3-D action – each punch, kick, and defense technique is fluid and smoother than anything you've ever seen. Thanks to the addition of an upgraded computer-graphics board model (to the same one used for Daytona USA), the graphics capacity has been increased from VF's 150,000 polygons per second to a whopping 300,000. You'll see the difference immediately in the incredibly realistic character motions. The repre-sentation capacity has also been enhanced, from VF's 30 frames per second to an accelerated 60.

Virtua Fighter 2's heart-pounding fights leave you feeling like you just stepped out of the ring (and like you should be stepping into the shower).

The sound of each punch and kick echoes off the tin floor. If you were impressed by VF's 700 patterns for motions, Virtua Fighter 2's 1,200 motion patterns will leave you speechless. Approximately 500 new moves are yours to master in expanded 3-D arenas. Plus you get two new characters to choose from, for a total of 11 fighters, each with a distinctive fighting style.

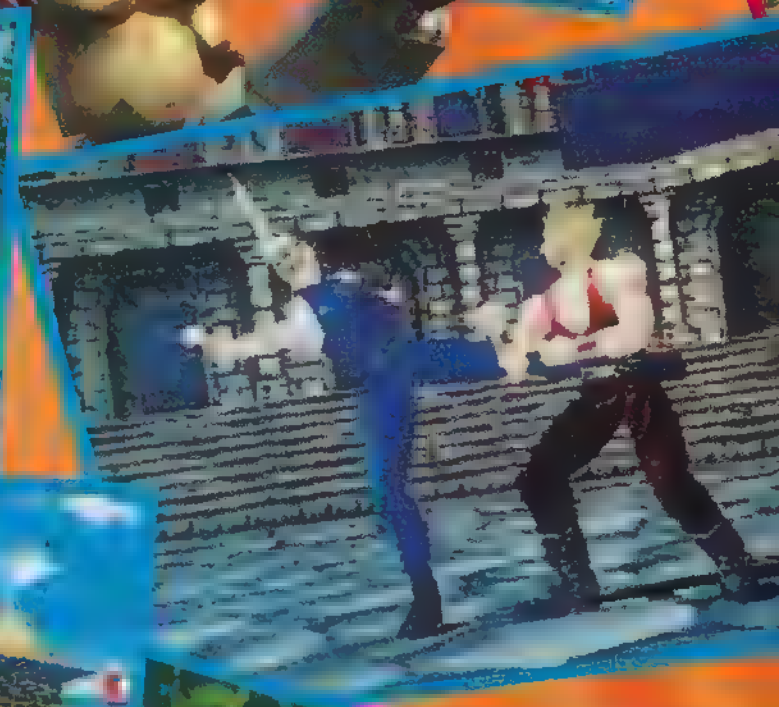
The two new characters, Shun and Lion, use the new fighting techniques of Suiken (kung fu) and Toroken (Chinese Kenpo). In Suiken, you use a staggering motion to throw the opponent into confusion, then you start to attack (just like in a kung fu movie). Toroken is a move derived from Chinese Kenpo. The technique is taken from the attack pattern of a mantis.















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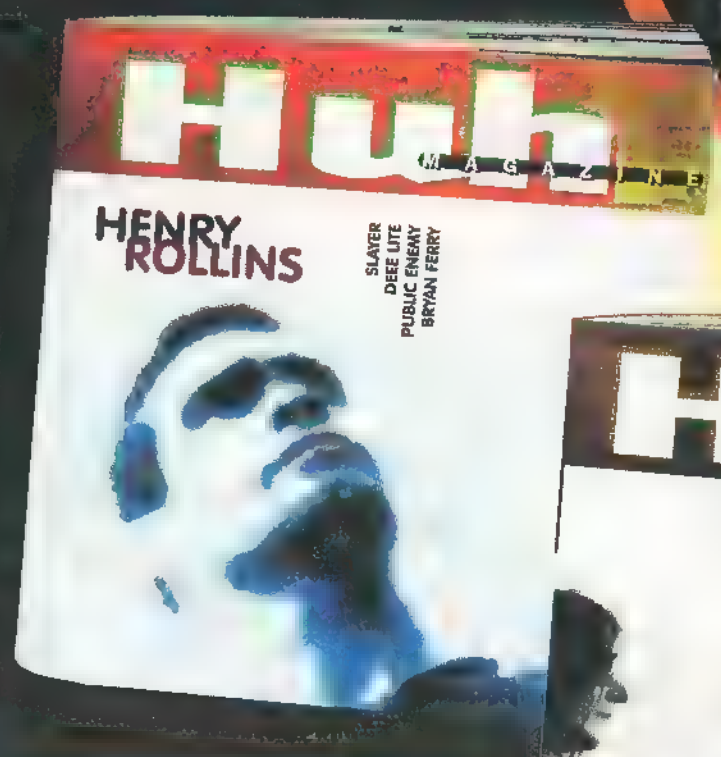
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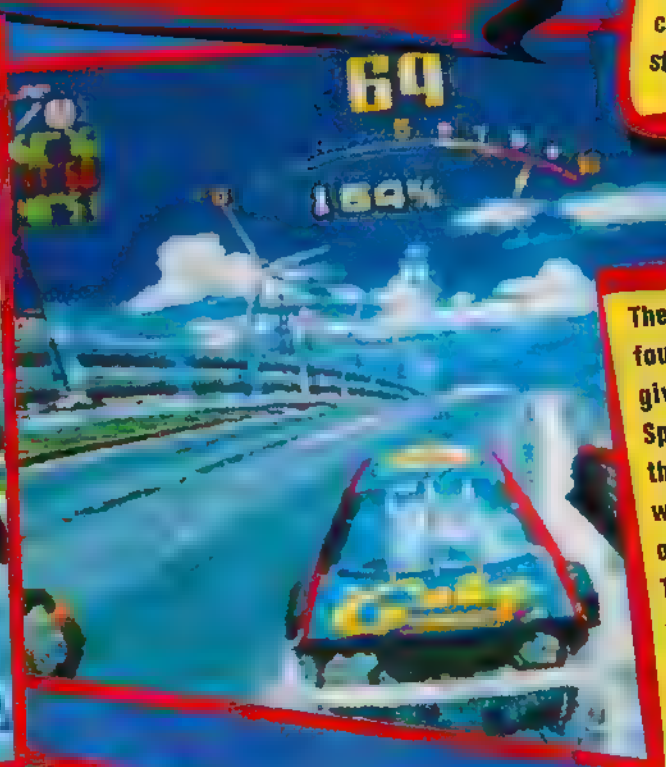
When it comes to the ultimate in interactive game-play experiences and new arcade technologies, Sega USA continues to push the envelope. As the leaders in arcade amusement, Sega USA has unveiled one megahit after another, like *Daytona USA*, *Virtua Fighter I* and *2*, *Virtua Cop*, *Virtua Racing*, *OutRun*, and *Afterburner* (just to name a few). Nope, there's no modesty here – Sega USA builds the hottest, most action-packed, adrenaline-pumping games in the arcade arena.

Ride on the Wild Side

Experience the thrill of high-speed victory! You're sitting in a world-class, 750-horsepower stock car. Find out what it's like to steer a Nascar stocker around Daytona USA's high-bank turns or draft inches off the car ahead of you at an adrenaline-pumping 300 MPH!

Daytona is a state-of-the-art, real-time 3-D race simulator featuring virtual-reality graphics you've only imagined – the only thing missing is the smell of rubber and petroleum. Scores of eye-popping racing machines are off to a rolling start, roaring into a superspeed pedal-to-the-metal race. It's neck-and-neck competition with up to eight high-performance stock cars on the track.





The V.R. Button lets you alternate between four different visual perspectives and gives you the ultimate speed sensation. Speaking of sensations, you'll experience the real feel of drifting, actual steering weight, and kickback. Beginner? We recommend starting out on the Oval Race Track until you get some experience. The challenging Grand Canyon Course is for the intermediate player, and for experts, there's the rigorous Seaside Course. On all the courses, you can use the time-trial option to race against the clock. If you're demented enough to require a completely different thrill, you can drive backward against oncoming racers.



If you haven't been to the arcade lately, Virtua Fighter 2 and *Daytona USA* are reason to go. These two games alone (not to mention all the others) are so incredibly scorching hot, you just know Sega's working on technology to bring 'em home to you (hmmmm).

Seriously (and that's *Seriously* with a capital *S*), once you play these arcade games, you'll wish you could bring them home. Anyone who wouldn't like to have them in their home is, well, clueless. Totally without the slightest hint about what's hot and what's next. Usually people like that can't read between the lines, can't even imagine the future, and certainly don't know much about having fun. Really.
No kidding!

PENN & TELLER'S SMOKE AND MIRRORS

They've done Broadway. They've done Las Vegas. They've done "Saturday Night Live," "Letterman," and HBO. Now they're coming to your home on Sega CD in Absolute's *Penn & Teller's Smoke and Mirrors*.™ These captains of the card force have created a completely unique game – one that combines solid action, sleight of controller, magic, scams, rip-offs, and their own offbeat sense of humor. You should wonder if your life (and that of your victim friends) will ever be the same.

Sega Visions caught up with the bad boys of magic recently in their dressing room before a Vegas show. They talked (that's right, *they*...Teller does have a voice) about their game, donuts, and scams.

Penn: We'd get video game offers, but they had no interest for us whatsoever. The companies' big selling point was that we wouldn't have to do anything. We'd be given a contract and a check, and that's it. I don't want to seem insane. It's not like it was a big check. A huge check for doing nothing might have been a different story.

Then Absolute came to us with, really, the exact opposite. They said, "We really don't want to license your images and names; that's not the primary thing. We want a great video game. We think your style is the important thing." When we met with them, they said, "We've got nothing. We have no ideas." Yet they knew our books and videos inside-out. So when they suggested nothing, they suggested nothing with a deep background. They said, "We know what the technology can do. We know what the users really want. We know what good play is." And this is really important stuff that we knew nothing about.

Teller: The great thing about this project was that I got to play a lot of characters. Your readers will have to figure out which ones they are. I appear much disguised many times. That's gonna be a great thing for gamers to search for.

That's why we're so excited about this project. We've been working on it for a long time, and we think it's going to be a great game. It's going to be a game that you can keep playing and playing and playing. It's going to be a game that you can keep your friends playing a game that they can't possibly win, that they can't possibly try. no matter how long they try.

Penn: The beats that we hit, the constant skepticism, the constant proscience rational point of view, are as deep in the game as they are in everything else we do. As much as we try to be entertaining, there's a consistent respect for science, learning, and rational thought. Strangely enough, although we don't tout the game as educational or good for kids, you won't find a more prophysics or promath title than this, including the ones that win all the education awards, because there's no one who respects learning and rational thought more than we do.

Reflecting the cutting-edge humor and bent style of their shows, *Penn & Teller's Smoke and Mirrors* combines heartless scams, tricks, bus driving, and serious Action gaming. Your TV is going to smoke.



I think since we're bragging about our involvement in Smoke and Mirrors,



Teller Speaks (Oh, and So Does Penn)



Part of the joy of Buzz Bombers is that it's not only a game you can win when win, but a game you can win when you play your way. After you play your game you can let them win for a while, let them you want to. After you let the friends like a fish and you can turn the tables. Even if they say, "Wait a minute — there's something wrong with my controller" and wrong with your hands, take yours out of your hands, you still have a way to steal the game back very deftly.

Penn: In Buzz Bombers the object becomes not just winning the game that's on the screen but also seeing how long you

It's very important to give real numbers. I believe we worked six-to-eight-hour sessions, three or four days a week, for seven weeks.

Teller: Yeah, two or three times a week for two months — with incredible quantities of donuts. I mean, astonishing mounds and heaps of donuts.

Penn: Although during interviews we push Desert Bus™ as a big joke, Buzz Bombers™ as a good way to cheat, and Mofo™ and What's Your Sign?™ as fabulous tricks, a lot of the work was spent on the Smoke and Mirrors section. It's the Action section, the Adventure section, the everything section.

We didn't want to portray ourselves as superhuman characters because that didn't seem hip. Yet shlubby characters are not fun to play. We solved it in a way that I'm very proud of. What we do is collect money to hire stuntmen who dress up like us and do all the dangerous action.

Teller: They're these muscle-man types, you know, trying to put on...

Penn: ...our suits, and they don't look anything like us. And when you check your inventory, you find Penn and Teller sitting back in their magic shop eating pizza while the stuntmen are out doing the work. We didn't want to be shooting guns or death rays and stuff like that. We get the same kind of play from cards, magicians, and showgirl assistants...

Teller: ...heaving little bunny rabbits at us full speed ahead.



He guesses your friend's cards.





An outer-space Shooter that makes your TV dangerous to touch.





An eight-hour real-time drive from Arizona to Las Vegas. No stopping.





PHANTASY STAR IV

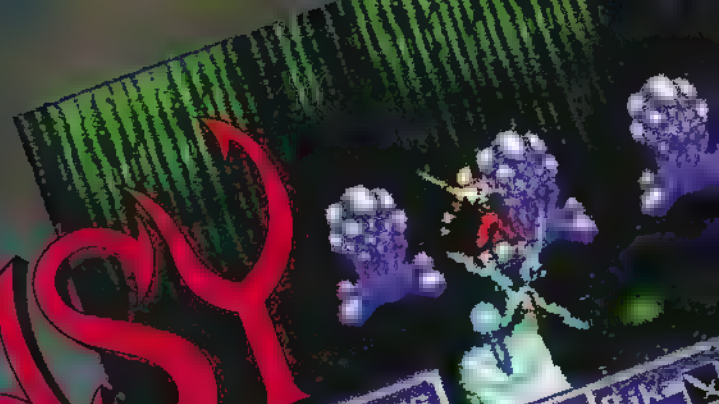
THE END OF THE MILLENNIUM

IT'S HERE. NEED WE SAY MORE?

Plagues of twisted creatures. Droughts. Evil sicknesses. Return to battle with these forces of darkness in *Phantasy Star IV* for the Genesis. This hugely wished-for fourth title in Sega's best-selling RPG series revisits the Algo star system. This one's bigger and better than the last three (and that's saying a lot). You get more characters, spells, weaponry, vehicles, and cinematic interludes than ever before. One player is tossed into a saga of good against evil across three planets, battling everything from massive Sandworms to killer Snow Slugs. Expect more than 70 hours of sword-quenching gaming with Chaz and company. Join the Motavian Monster Hunters' Guild and vanquish evil – it's not only fun, the pay is good.

Turning Monsters To Mash

All the sword and spell stuff you've come to expect is here, but *Phantasy Star IV* gives you more. You get Macros, which let you set up to eight predesigned battle plans so that you don't have to choose the type of attack for every character during every fight. You can have straight use of weaponry, a combination of minor Skills and Techniques and attacks, or all-out full-power blasts – all preselected and ready to roll. Then there are Combination Attacks, in which two or more characters join their Skills and Techniques to create exceedingly powerful attacks. Combat from your vehicle? The Land Rover, Ice Digger, and Hydrofoil now have special attack equipment so that you can literally blow enemies out of the water without exiting your vehicle.







Hot Hints

Use Alys's house in Aiedo as a rest stop. Rather than paying for a room at an inn, you can hike or use Ryuka (a transport Skill) to stop at her home and recover your energy for free.

Sell those Shields. You'll make better progress with a Two-Handed Sword or a pair of weapons for a stronger attack.

Arrange your characters from strongest to weakest. This way your best couple of attacks can smash the weaker monsters quickly and your less powerful folks get hit less often.

Some of the towns have hidden areas. Go behind the bar in the Hunters' Guild, or hug the outside walls of Kadary and Aiedo.

Upgrade your armor and weapons as often as possible. If you don't have enough Mesata (cash), get out there and whup some monsters to earn it. Always buy the better items before moving on to your next quest.

You hook your first Mini Worm on the trip from Piata to Birth Valley. Slash away with a normal attack – they take 25 hit points each. Making worm-burger gets you 12 experience points and 13 Mesata for every annelid taken down.

Mini Worm

Igglanova

The Igglanova is the boss of the Piata Cellar (you also find it at the Birth Valley entrance in the town of Zema). On your first pass, use Alys's Saner to get the edge, have Chaz attack, and use Hahn's Gelun to knock down the boss's attack strength. Your next attack is aimed at the host (the boss fissions). Have Alys use Foi, Chaz attack, and Hahn attack. The boss takes 300 hit points to finish. You get 63 experience points and 58 Mesata for your efforts.

Zoran Bult

The Zoran Bult are first found in Piata's Basement. You can easily take them on with a normal attack. Finish them with attacks that equal 25 hit points. Each two-headed brain-pan gives you four experience points and three Mesata.

Hahn is the scholarly son of an armorer. Though he carries a Dagger, his physical attributes aren't strong. You can rely on his ability with Techniques.

Alys

Alys is famous throughout Motavia for her abilities as a hunter. She sponsored young Chaz's admission into the guild. Her armaments of choice are thrown weapons like Slicers and Boomerangs.

ber of the
apt to be a
guy is one

Rika

Though wholly biological, Rika was designed and built by one of the last functioning computers on Motavia. Her talent is the Claw.

Now you're travelin' in style. The Land Rover not only gets you over tough terrain like quicksand but also destroys pesky monsters. Use your normal energy weapon attack or turn 'em into kibbles and bits with the optional Cluster (eight shots) and Graviton (again, eight shots). Restore your weapons options by resting for the night.

Land Rover

Ice Digger

Talk about multiuse! The Ice Digger blasts through walls of ice and also wails on monsters holding up your progress. Its normal attack is an energy weapon, and its optional attacks are Napalm-M (eight available) and N-Sphere (four available). Rest up to rebuild your arsenal.

Water travel has gotten loads easier with the Hydrofoil. This baby blasts creatures with the best of 'em. The normal attack is an energy bolt. Your options are the Th. Grid (eight shots) and the X. Buster (two shots).

GENESIS GAME FEATURE

GOTHAM UNDER ICE

Comic-book collectors and animation fans have long known the real Batman and Robin. We're not talking about campy actors in tights. We mean the real characters: a dark, brooding, crime-fighting team that does whatever it takes to keep villains from tearing Gotham City to pieces. These are the heroes Sega has brought to life in *The Adventures of Batman & Robin* on Genesis. They don't smile. They don't laugh. They just kick butt.

Sega's inspiration for *The Adventures of Batman & Robin* comes straight from the animated series. The backgrounds and intermission screens carry the same gritty, twilight, detective-noir feel. Buildings loom tall. Camera angles are steep and radical. And enemies seem born from a mix of lunacy and sheer creative artistry.

The game doesn't play like a comic book. It's a straightforward battle to defeat every bad guy in your way, then put Mr. Freeze and his ice cannon in the chiller. In addition to some down-and-dirty fighting moves, you have access to a bolo and a batarang. You can find power-ups for each by bashing trash cans and other objects.

Mr. Freeze wants to put the big chill on Gotham City with a monstrous ice cannon. But to do it, he needs time. So he's enlisted the help of some of the city's biggest criminals to get between himself and Batman and Robin. The Joker. Two Face. The Mad Hatter. Each with a crew of henchmen ready to clip Batman and Robin's wings. You get six stages with a total of 24 levels of intense, nonstop action. If you are an action fan who likes games long on play and short on rhetoric, feel the dark, brooding power of *The Adventures of Batman & Robin.*

the adventures of BATMAN & RO

Someone has a bad sense of humor. Helicopters with teeth?

THEY AIN'T NICE

The Joker

The Mad Hatter

Two Face

Mr. Freeze

Harlequin will sit on the air above you and lob bomb after bomb. A series of well-timed jump-kicks will knock her out of her high throne.

BAT TIPS

- Once a power-up is exposed, let it cycle to the weapon you want before you grab it.
- When the weapon meter is fully charged, the bolo, throwing star, or batarang can take out multiple enemies at once.
- The bolo and batarang are your best weapon choices.
- Batman and Robin are equally matched in both strength and attack power.
- Double-press Button B to execute a flying kick.



Publisher
Sega

Controller
3-Button

Players
1

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Sega Redraws Action Gaming!

SNEAK FEATURE

COMIX ZONE

PATENT PENDING

Comix Zone is the first playable comic book.

You got 'em stacked up in the corner of your room by the hundreds. Comics. The classic colored action stories where all your heroes come alive. Yeah, you've read them, but you've never been dragged into the action until now. You'll never look at comics the same after you've played *Comix Zone* on Genesis from Sega.

You play as Sketch Turner, a comic artist who gets pulled into his own comic by Mortus, his ultimate supervillain. Now Mortus is free in the world, and Sketch is trapped in the Comix Zone. Mortus is holding the pencil he plans to do unto Sketch like Sketch has drawn him.

But Sketch is smart, fast and at home in the comic world of his own creation. The gnarly villains don't stand a chance against his fighting moves. And as the newest superhero, Sketch has some power moves that'll blow your enemy. Stay tuned to *Sega Visions* for more on this extremely hip title. We're warnin' ya: Paper comics will never seem the same!

Sega

NYR Not Yet Rated

YOUR TOMBSTONE WILL READ "GAME OVER."



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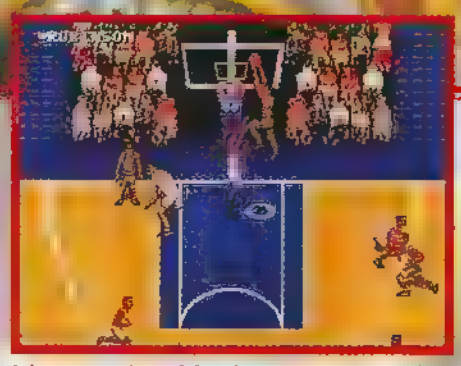
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GAME GEAR™ COMING IN MARCH

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SO REAL YOU'LL FORGET IT'S A GAME

REVIEW THIS!

PUTT-PUTT With BOOM-BOOM

Fred "Boom-Boom" Couples is one of the most successful golfers on the PGA tour. A fluent swing and crushing drives (hence the nickname) are his trademarks. Now Sega Sports lets you play with, against, or as (that's right, *as*) Fred Couples. In *Golf Magazine Introduces 36 Great Holes, Starring Fred Couples* for the Genesis 32X, you can play in the shoes of a professional golfer. It's a duffer's dream: 36 of the greatest holes in the country, plus commentary by Couples himself.



Play in a variety of ways. From Long 18 to Fred's Favorites to the Gauntlet, you get choices galore.



Customize your own 18-hole course from the best 36 in America.



Create a new player here. Hmm, wonder what color shirt he should wear.



The Best Holes... The Most Realistic Golf

The best holes of golf are here. The treacherous par 3 17th at Firestone Country Club, the 18th at Doral, the 16th at Poppy Hills, and the beautiful par 4 18th at Kemper Lakes are just a few of the challenges that await you. If you choose Stroke Play, you can play them in several different ways. Fred's Favorites are the 18 holes Boom-Boom likes best, Longest 18 and Shortest 18 are great for working on either your long game or short game, and Custom Course lets you choose your 18 holes in any order. Add the digitized graphics found only in a 32X game and authentic digitized sounds, and you've got some stunningly realistic golf ahead of you.

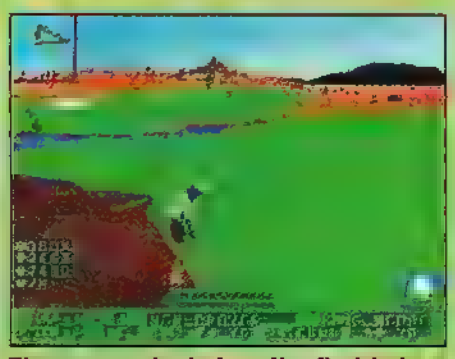
HOT HINTS

Metal clubs provide more distance than wood or graphite.

Take advantage of the Driving Range and Chipping and Putting areas before challenging Mr. Couples.



Use the Hole Overhead feature to see a bird's-eye view of the shot to come.



The approach shot on the first hole at Boulder has water, sand...all you could ask for.



Avoid a beach's worth of sand at the ninth hole at Blackwolf Run.



Digitized Fred

Fred Couples's famous swing was digitized and reproduced in painstaking detail for *36 Great Holes,* and the result, well, must be seen to be believed! If playing as Boom-Boom is not your cup of tea, create your own male or female golfer. And when we say create, we mean *create*....right down to the color of your pants! You can even choose from three types of clubs (wood, steel, or graphite). Need to fill out your foursome? Creating three computer-controlled opponents does the trick. The game keeps and accumulates detailed stats for every golfer.



She's lining up the putt....



All the stats you'll ever need are included for each player in the game.



Work on your short game in the Chipping and Putting practice area.





Back Getting Sore?

36 Great Holes lets you save up to four games or rounds of golf at one time. You can even store up to four of your favorite shots to show off at a later date!

So whether you're an avid golfer or you just like plaid, grab your clubs and let Fred Couples take you on a trip through *36 Great Holes,* 32X-style!

Use the Hole Overhead feature to locate the most advantageous landing area for your next shot.

Keep your eye on the wind meter. The wind can be either your best friend or your worst enemy.

Use the Address Ball feature before hitting a shot to practice your swing.

The Practice a Hole feature is a great way to check out your favorite hole while getting in a little practice at the same time.

COSMIC CARNAGE™

Chopped in Space

The name says it all. *Cosmic Carnage*, the first Fighting title with 3-D features for the 32X from Sega lives up to its moniker but good. This one- or two-player, 24-meg foot-in-face cart gives you eight big bloodthirsty alien warriors, action-packed fights with major-league scaling and zoom, and plenty of cartoon gore and decapitations on your screen. Just be warned: *Cosmic Carnage* is definitely not for the squeamish (and not for younger gamers).

This Ain't Armor All

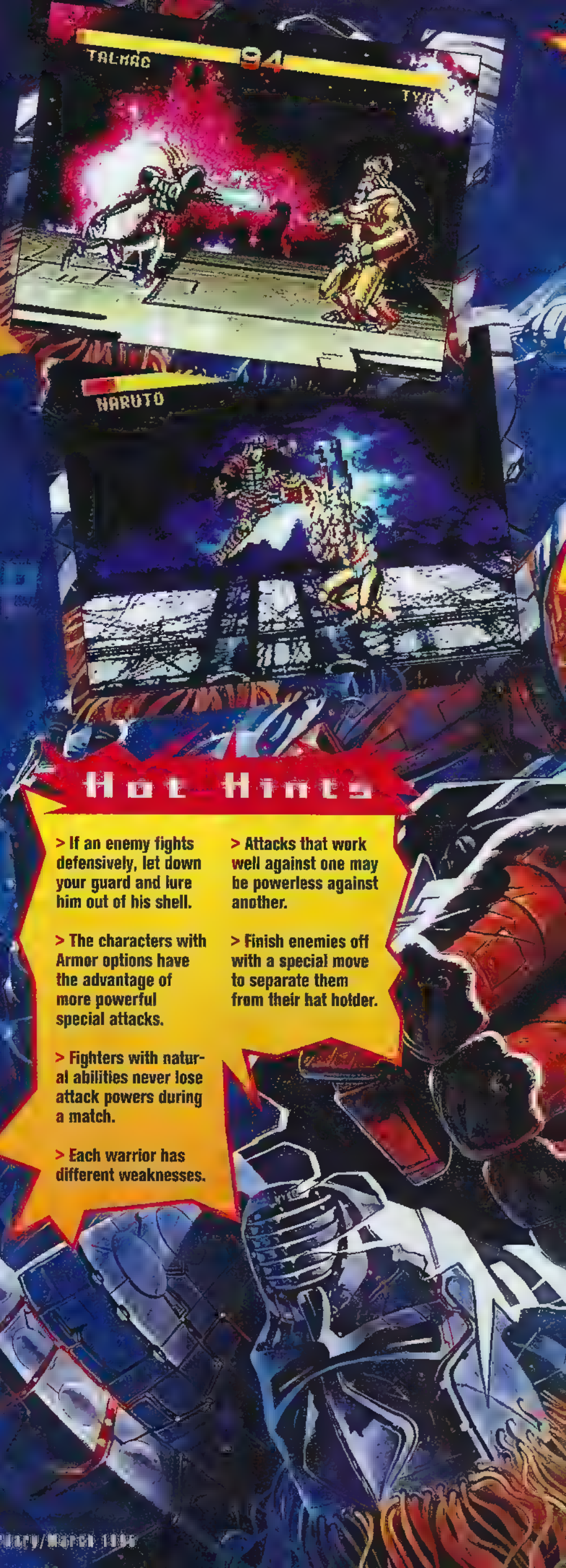
Of the eight fighters, four were soldiers from a military cruiser and four were captives on a hijacked prison ship. You can configure armor for the military types; the prisoners come as they are. Your crippling special moves vary in number from fighter to fighter. With a soldier like Cylic, your eight possible moves change (or aren't available) depending upon the type of Armor you choose. Select Heavy Upperbody Armor, and you lose the Energy Blaster but gain max punch power in close. Select a prisoner like the multisegmented Naja (with her great character animations), and you have a natural without Armor add-ons whose three special moves always remain the same.

A Game to Dismember

This Fighter for Genesis 32X offers plenty of punch and lots of high-color action. In addition to the great scaling and zoom, special moves, and Armor options, you get to lop off body parts if you end the match with a special move. In this game, disarming your enemy means you'll be calling him stumpy before you call him dead.

Great Code!

Hold buttons X, B, and Z down while powering up your machine, and you get Cyber Brawl. Here three characters who were alien are humanoid.



Hot Hints

> If an enemy fights defensively, let down your guard and lure him out of his shell.

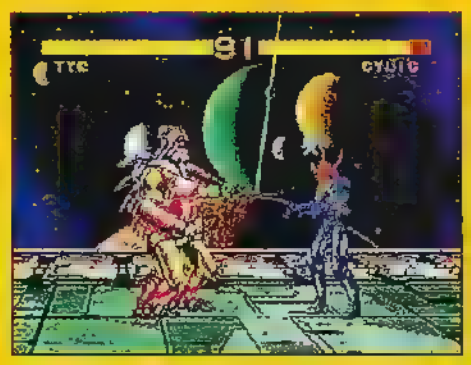
> Attacks that work well against one may be powerless against another.

> The characters with Armor options have the advantage of more powerful special attacks.

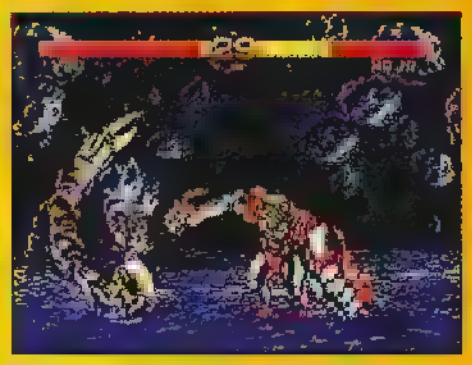
> Finish enemies off with a special move to separate them from their hat holder.

> Fighters with natural abilities never lose attack powers during a match.

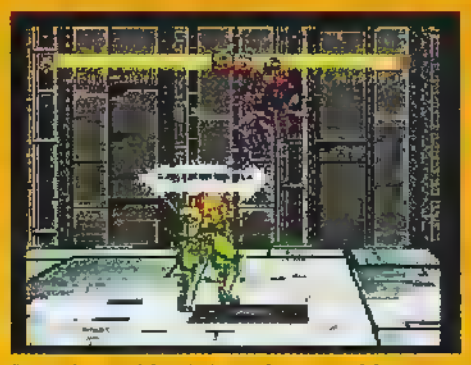
> Each warrior has different weaknesses.



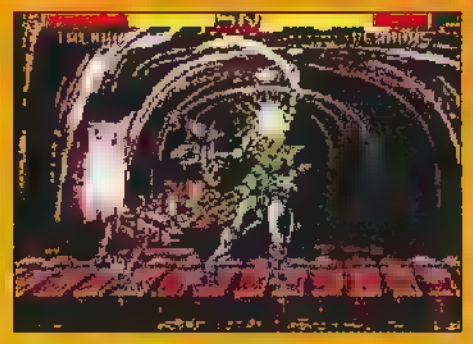
Equip Tyr with Heavy Armor for the walking equivalent of a tank.



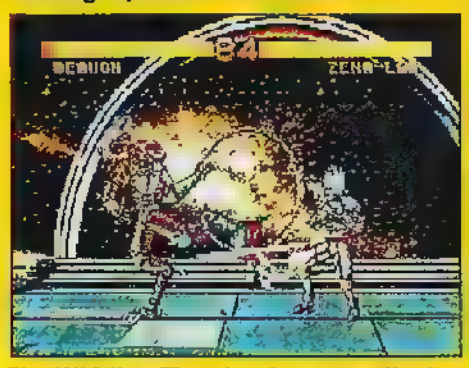
Use Yug's Spinning Double Strike to take down any opponent in a hurry.



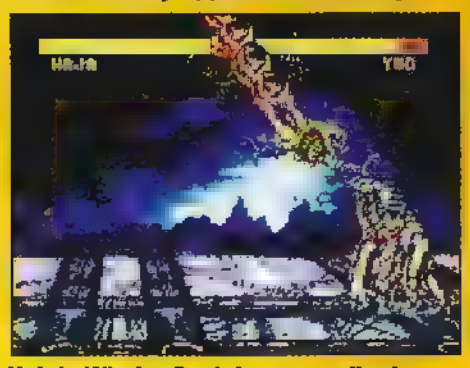
Zena-Lan's Lightning Ring provides excellent defense against aerial attacks.



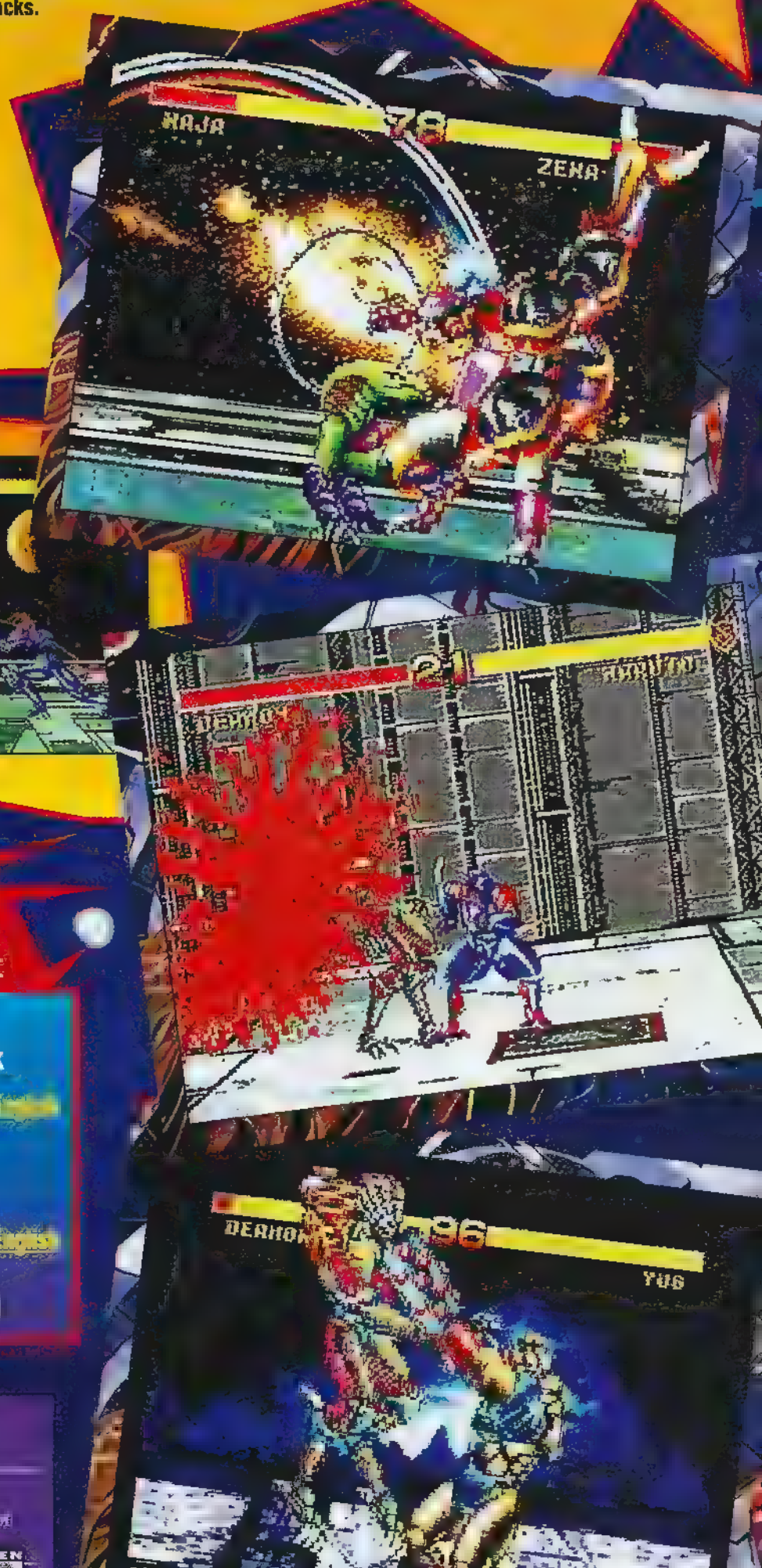
Deamon's Scorpion Whip keeps opponents at a distance.

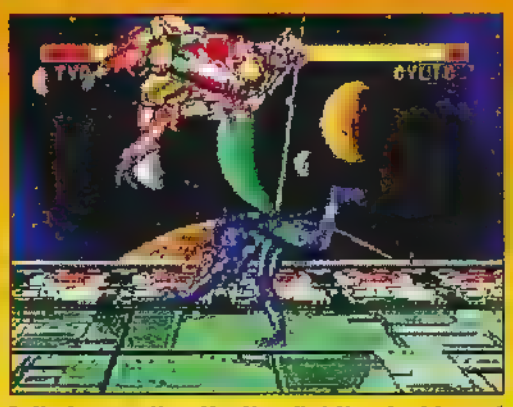


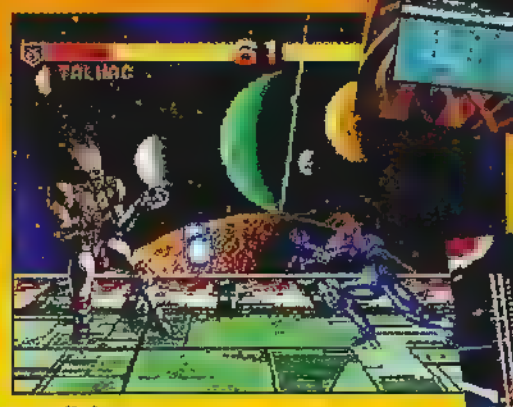
The Whirling Thrasher is an excellent one-two combination for Deamon.



Naja's Winder Rush is an excellent counterattack for enemies who rush in.







Cylic is equally effective fighting inside or from a distance.



Select from an array of eight warriors.



Mix and match Armor options to create your fighting machine.

Talking The Talk

Learning Ancient Greek

Word	Meaning in English
haemato	blood
ostanchino	guts

Suffix	Meaning in English
algia	pain
machy	battle, fight

Publisher
Sega

Controller
6-Button (recommended) or 6-Button Arcade Stick

Players
1 or 2

TEEN T AGES 13+

I, METAL HEAD



The Grenade Cannon weapons lock on to enemies. As soon as the cursor locks, cut one loose.



The side views are good for checking side streets as you cruise. You never know who's lurking around a corner.



In the second mission, you get to rapid-fire these vehicles in the air.



Think of the bite you could take out of crime if you were 30 feet tall and armor plated, had rocket launchers for arms, and were a cop. You could cruise through the streets blasting every punk that moved. Carry out all

Terrorists have taken control of the country with mechs and other high-tech military hardware. You're a World Federation Metal Head — a

streets to mech hunts in underground fortresses leading to a climactic session of rocket slinging in the palace.

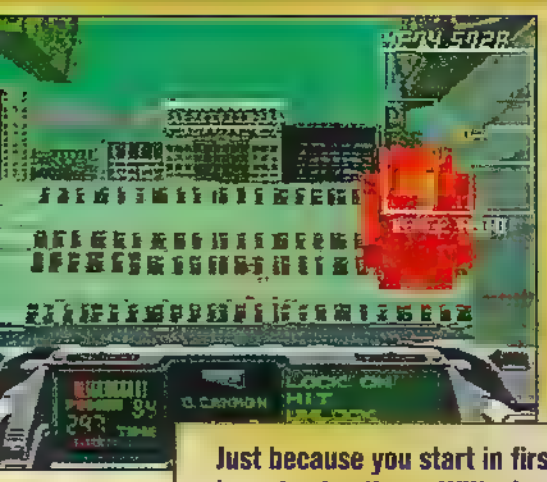
You get your orders and a certain amount of time to accomplish each

to look this real. Or are they?

Metal Head doesn't have cutesy graphics or other tiddlywink stuff. The polygons are crisp, clear, and realistically rendered. Scaling and rotation

Metal Head

LOOKING FOR TROUBLE









Just because you start in first-person view doesn't mean you have to stay there. With six views to choose from, you can always play from a different angle.

Publisher
Sega

Controller
6-Button

Players
1

HOT HINTS

The more you kill, the more you earn. The more you earn, the better weapons you can buy. Sounds like a pattern, huh?

The HD laser is your most powerful and useful weapon.

Switch to the overhead camera view to quickly check the area for enemies.

The Grenade Cannon locks on and takes out most enemies with one or two hits. But you need to watch your ammo.




FIVE...
...DOLLARS?

$5 REBATE

ON



6 Button Arcade Pad
(MK-1653)

Game Gear AC Adaptor
(MK-2103)

That's right. Believe it. You get $5 back when you purchase either a must-have-for-fighting-and-sports-games

Sega 6 Button Arcade Pad (MK-1653) or a
Game Gear AC Adaptor (MK-2103)

- for endless hours of mega fun play.

OFFICIAL SEGA SEAL OF QUALITY

COUPON

Name

Address

City/State/Zip

Phone Number

Age Male/Female

HERE'S HOW:

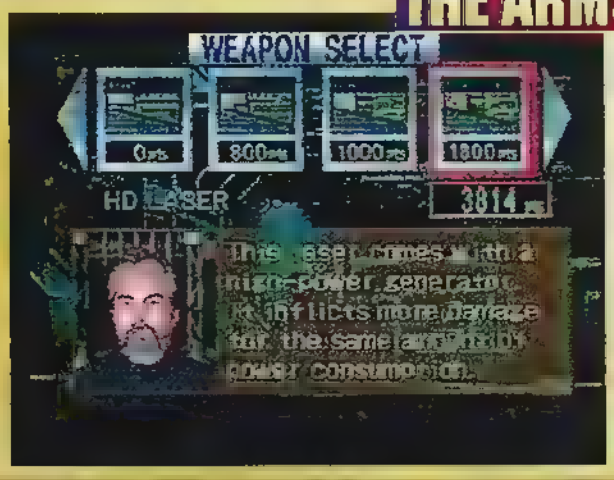
1. Purchase any accessory listed above between February 28, 1995 and April 30, 1995, while supplies last. No substitutions permitted.
2. Submit the ORIGINAL cash register receipt(s) (not a photocopy or you can forget it Bubba) for your Sega Seal of Quality accessory. Your receipt must be dated between February 28, 1995 and April 30, 1995.
3. Cut out and submit the ORIGINAL UPC code (bar code symbol) from your Sega Seal of Quality accessory. (again, not a photocopy)
4. Complete the information requested below and submit this "$5 off coupon" (one more time - no photocopies will be accepted)
5. Mail all the items requested to:

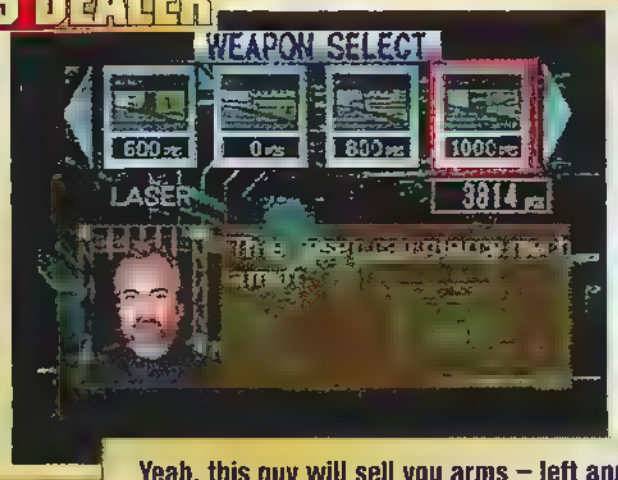
   "$5 OFF COUPON"
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   HAYWARD, CA 94540-4714

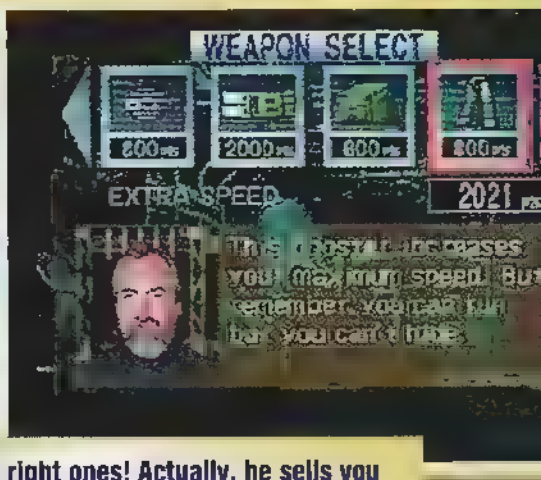
6. ALL REQUESTS MUST BE POSTMARKED BY MAY 15, 1995.

THE ARMS DEALER









Yeah, this guy will sell you arms – left and right ones! Actually, he sells you the weapons and equipment to make your Metal Head faster, tougher, and meaner, from chain guns to lasers. Then he'll call you a chump. What a butt-head.

METAL HEAD







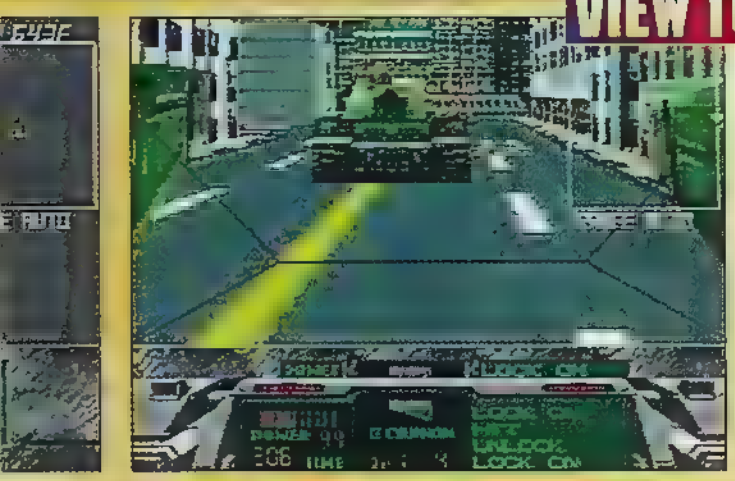


ONE OF THE MOST STRIKING FEATURES OF *METAL HEAD* IS THE REALISM OF THE BACKGROUNDS AND THE CAMERA VIEWS. VIDEO GAMES AREN'T SUPPOSED TO LOOK THIS REAL. OR ARE THEY?



Blasting this big tank isn't too difficult, as long as the barrel is facing away from you. But when it turns around, you're in major trouble.

VIEW TO A KILL







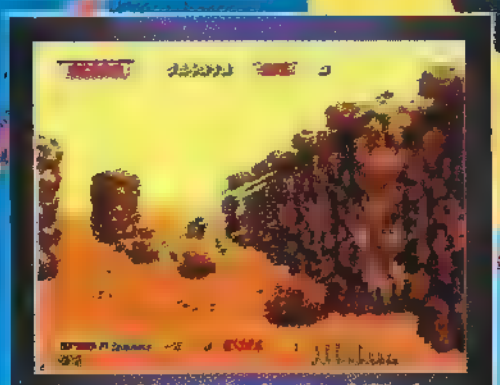
SNEAK PEEK

AFTER BURNER

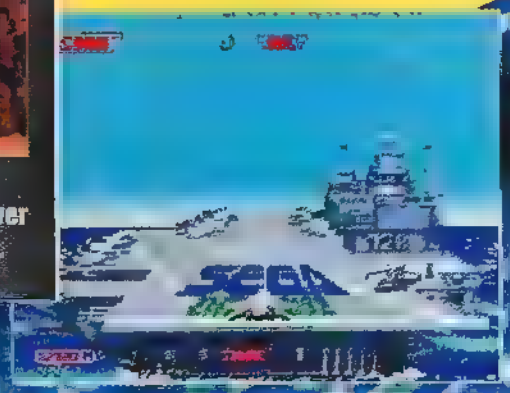
Pure Arcade Adrenaline







Advanced levels test your ability to blast ground targets and maneuver through rock-walled canyons.



Try it, a true Sega gamer's, if you are, you'll recognize this familiar screen.



If you've ever been in a video arcade, chances are you've wrapped your hands around the control stick of Sega's *Afterburner*. Now you can play the complete arcade version on your Genesis 32X with *Afterburner* on 32X. This game has it all: lightning-fast aerial combat, the power to lock on two MIG-29 Fulcrums simultaneously, and Vulcan missiles. Pick up the control stick and you'll immediately experience a large chunk of Sega gaming history, not to mention a massive sound-enabled thrill-fest to set standards by which all jet shoot-'em-ups are measured.

If *Afterburner* has any shortcoming, it's that you're required to be the massive jet ace before entering the cockpit. All that takes is a few minutes at the arcade, or in this case, snatching quarters.

Afterburner 32X is proof that good game play is timeless.

Publisher
Sega

Controller
3-or-6-Button

Players
1

AGES 6+

HISTORY OF AFTERBURNER

1987 *Afterburner* sets video arcades around the world on fire.
1988 *Afterburner* in 8-bit form becomes the flight standard of home video games with its introduction to the Sega Master System.
1989 *Super Afterburner* arcade sit-in machines take gaming to the next level.
1991 *Afterburner II* becomes a 16-bit smash hit on the Sega Genesis.
1993 *Afterburner III* does it again on Sega CD.
1995 *Afterburner* enters 32-bit fame on the Genesis 32X.
2000 Is virtual *Afterburner* out of the question?



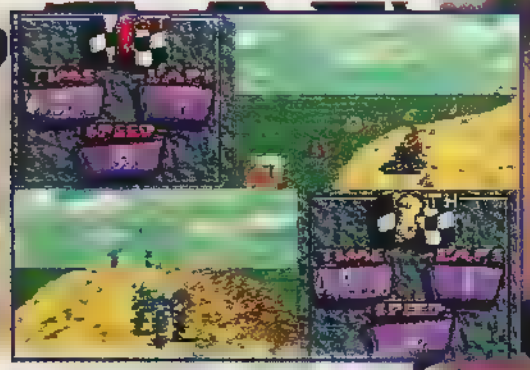
So many fans, so little time.



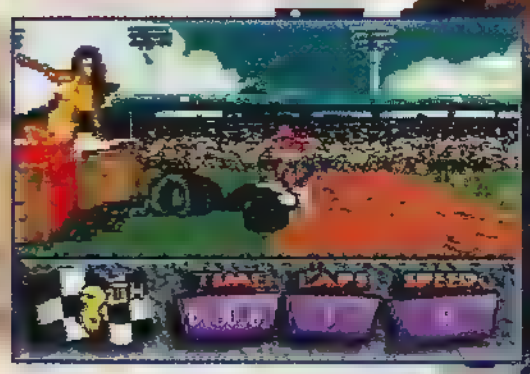
Kick 'em out of contention by pressing Button C and Down together.



Realism. That's what this game's about.



Get personal and take on a friend.



Bambi here's quite a distraction. You don't have time to wave back.

MOTO CROSS CHAMPIONSHIP™

Roughin...

...and tumble.

Air time!

Motocross Championship has all the speed, graphics, tunes, and action a die-hard racing fan could want. It's short on gimmicks and long on game play

Try to clear multiple jumps at once.

Check out the tricks you can pull in the air. Tap and hold Button A during a jump, or press the D-Pad left, then press it a second time and hold.

You can ride off-road for long stretches, but get back on track as soon as you see one of the bigger roadside obstacles. You can't go around them when you're off the course.

Hit [illegible] with your arm's length. Not [illegible] you [illegible] to take a punch. You'll only lose time.

Cutting corners is [illegible].

[illegible] the right side at the start of the race, after a fraction of a second, they move to the outside.

The Super Bike is the fastest, but also the most difficult to handle.

Eat Dirt And Die

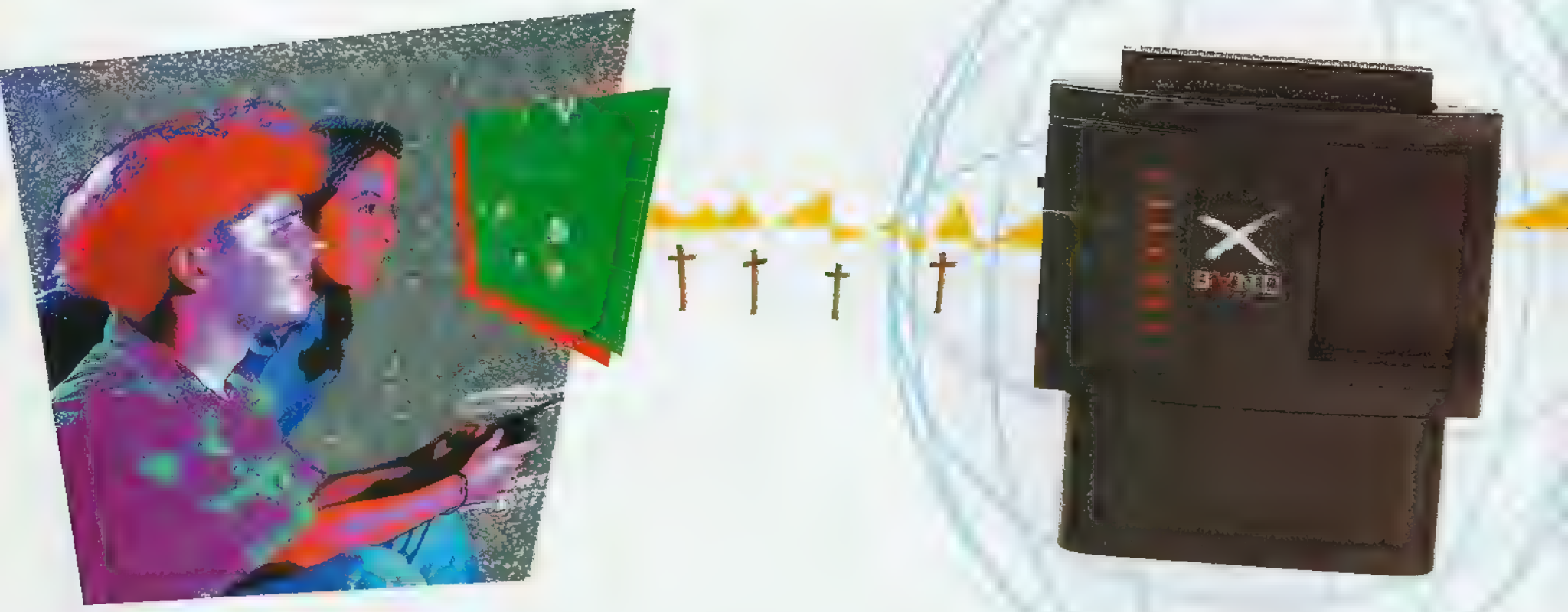
Yeah, yeah. We've all seen race games before. So what makes Sega think its *Motocross Championship* for Genesis 32X is any different? Well, the platform, for one thing. The first 32-bit motorcycle cart gives you more speed and more detailed graphics than anything before. Steep jumps, hairpin turns, and 11 bruising opponents combine at killer speeds to make you feel like you're really flying over the racecourses. Mud slicks, tire tracks – even the dirt on the road is so realistically rendered that you practically taste the track when you take a tumble. If you're into rough-house racing, pure and simple, this is your game. If you're more interested in weird power-ups and cows that walk across the racecourse, try another cart.

Publisher
Sega

Controller
3-Button

Players
1 or 2

Stop Playing



With the XBAND Video Game Modem and Network, take on Real People. Real Games. Real Fun.

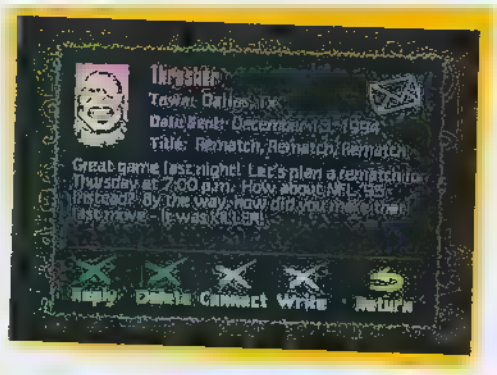


Plug in. The **XBAND Network** will hook you up with new opponents or old buddies to play your favorite games! Better yet, team up with a friend and take on lots of other players.

Sick of having your **slob friends** over to play?
Put your bud's name in your **Player List** and waste them over the network without ever having to see them (or feed them).



Hey, **Mom** & **Dad**!
You're still in control. When you set up your XBAND Network account, you specify local or long distance calling restrictions, network spending limits and hours of access.



Between games, **keep in touch** with other players using **X-Mail**, the on-line message system. This is how you'll set up game times, rehash the last battle and share secret moves and gaming tips. Then check out the two newspapers for upcoming tournaments, the **Top Ten Player** lists and the latest in gaming and entertainment news.

With Yourself.



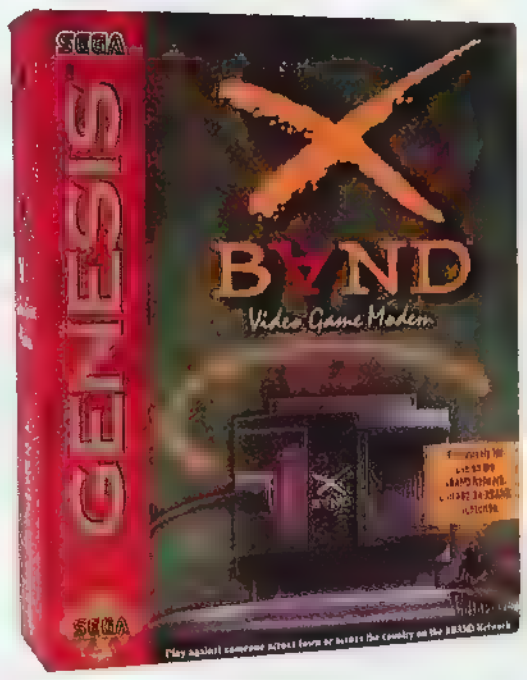


Are you looking for a **bigger challenge**?

Want to meet other gamers? Already pummeled the wimp across the street a thousand times?

For only $7.95 a month, you get 32 free connect credits to the XBAND Network. You only use one credit every time you connect. Once you are connected to an opponent, you can play the same game against 'em for as long as you want – for one credit.

Join the XBAND Network and try to destroy some of the best players at the hottest games on the XBAND Network now: NBA® Jam™, Mortal Kombat® and Mortal Kombat® II, NHL® '95 and Madden NFL® '95. Super Street Fighter II™, NBA® Live '95 and NFL® '95 are coming soon! Other games are added to the XBAND Network all the time!



Now you're playing for real.

XBAND Video Game Modem and Network
available now for your Sega Genesis!

GAME PLAYERS ULTIMATE

Call 800-X4-XBAND and get hooked.

codescan: Alpha 17

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This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with your SEGA System

TEMPO

HIP GRASSHOPPER GROOVES ON 32X



Dancemaster T is on the scene. He's mean. He's green. He's a hopping machine. Look out, 'cuz *Tempo* for Genesis 32X from Sega is going to rock you to Rhythmia and back with tons of color, scaling bosses, amazing movement in the backgrounds, and some seriously solid game play. On a one-player jam through seven wild levels of three stages each, Tempo takes on King Dirge and his henchbugs while boogying to a major mix of rock, rap, and funk. You've just got to wonder — could this guy be related to George Locust (or maybe Dennis Hopper)?

E-Mail Wars

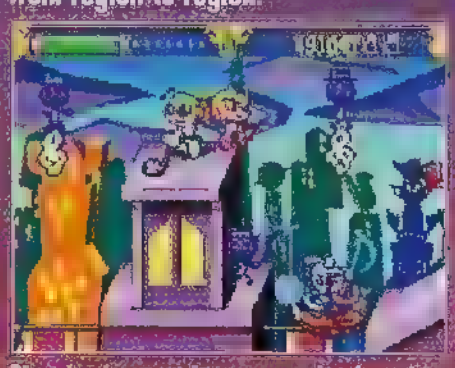
Later



Publisher
Sega

Controller
8-Button

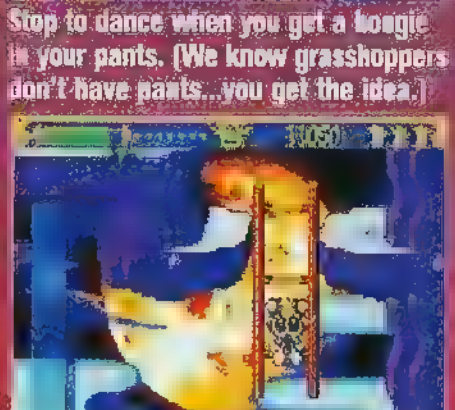
Players
1



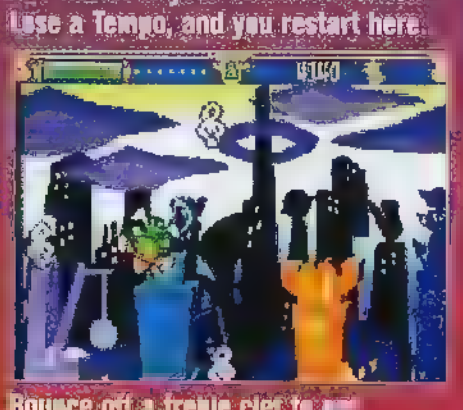
Use the funny yellow fellow to warp from region to region.



Enemy in your way? Give 'em a kick.



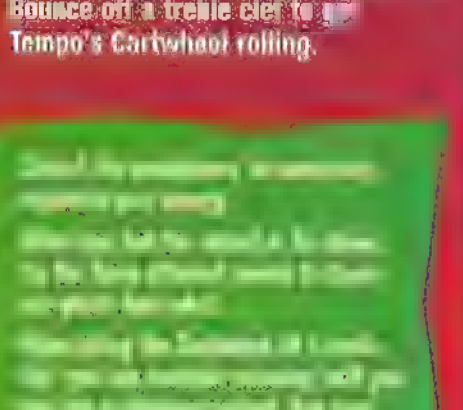
Stop to dance when you get a boogie in your pants. (We know grasshoppers don't have pants...you get the idea.)



The flower is your continue marker. Lose a Tempo, and you restart here.



Climb, Tempo, climb.



Bounce off a treble clef to get Tempo's Cartwheel rolling.

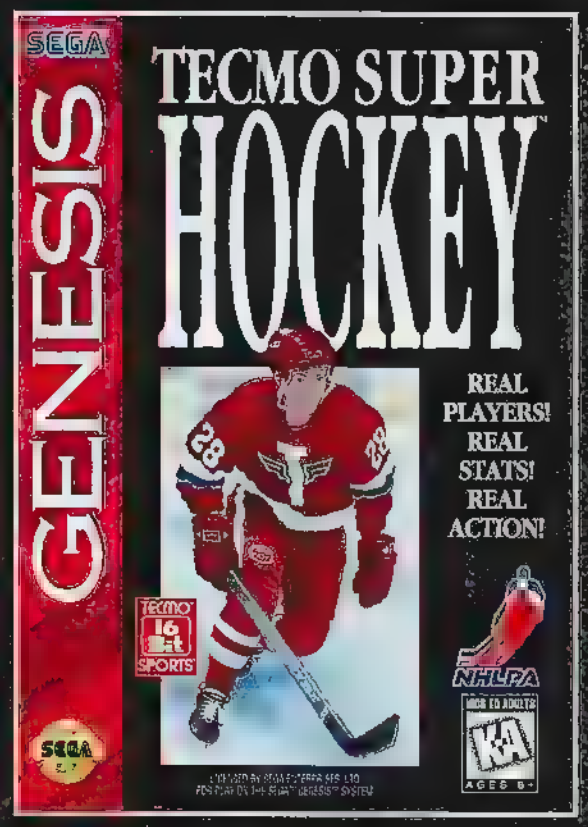
HOT HINTS

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TECMO SUPER HOCKEY

TECMO SUPER BOWL II SPECIAL EDITION





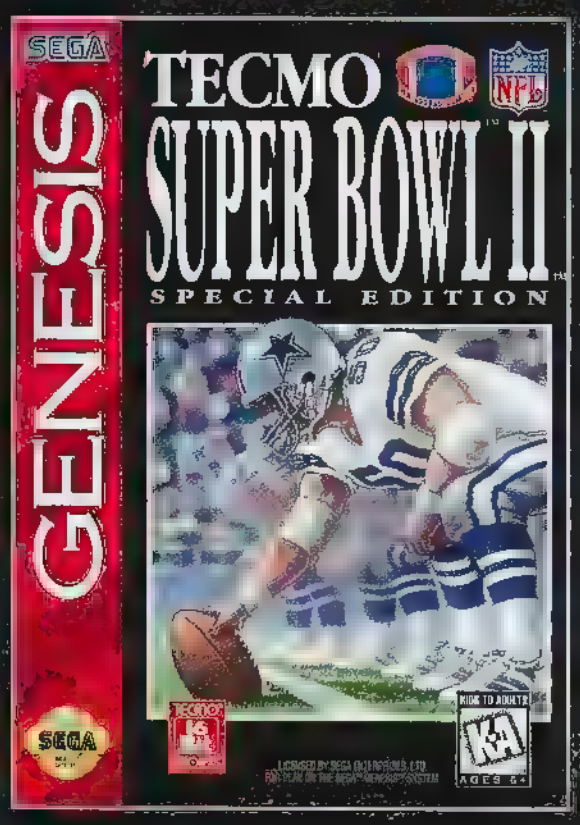
TECMO SUPER HOCKEY FEATURES:

- One or two player action
- Real NHLPA players with real player stats
- Regular or short season with playoffs
- Penalties, hooking, body-checking
- Adjustable penalties
- Eight different league-leader stat categories
- All-star team
- Tournament-style play
- Instant replay
- Season-saving battery back-up

TECMO SUPER BOWL II: SPECIAL EDITION BONUS FEATURES:

- 3 Year Roster and Schedule
- Player trades.
- Changeable defensive formations.
- Fake punt and fake fieldgoal plays
- Quarterback audibles.
- Auto schedule (updated every year based on previous year's record).
- Twice as many offensive plays.
- Larger simulation of field.
- More realistic simulation of players.
- Spinning, dragging action added for more realistic movement of players.





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KIDS TO ADULTS AGES 8+

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You Are What You Eat

Stuff You Should Know

The bite of a zombie is poison. Get bit, and you're doomed to become one of them, hungering for a hunk of human flesh. Unless you can find the rare antidote. Well, Lieutenant, you've been bitten, and time ain't on your side. Your men have been captured. And Dr. Hellman is about to release a zombie army on the world. Unless you can stop him. Welcome to Cay Noir, the island locale of *Corpse Killer* for Sega CD 32X from Digital Pictures. Digital's latest full-motion-video release, *Corpse Killer* offers a mix of Interactive Movie Adventure and intense Shooting using the control pad, a Sega Menacer, or the American Laser Games Gamegun. If you are trigger-happy and enjoy the thrill of a good B movie, take a white-knuckle grip on *Corpse Killer*.

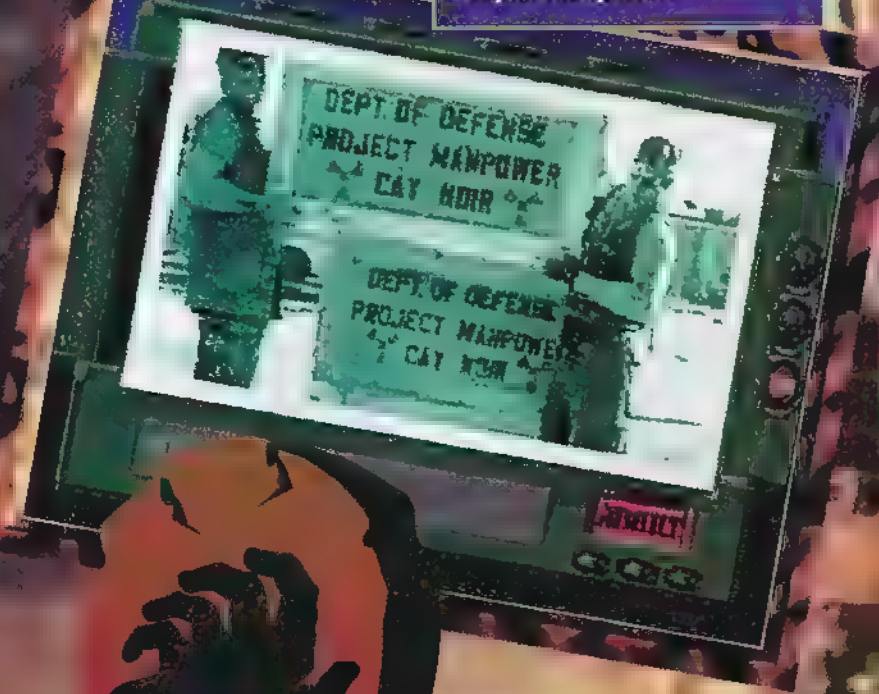
Your role is simple. To quote Winston, "You pull da trigga." When holed up at the graveyard, you can scan information on everything about Cay Noir and its residents, pick quests, save games, and send zombies back to the grave. Then, send some more zombies back to the grave. All roads eventually lead to Hellman's fortress. The potion that will cure your zombie bite is hanging around his neck. If you don't stop him, you'll become one of the undead, and you might wind up as a sprite wandering around as Menacer fodder on someone else's CD 32X. And that is a fate worse than death. *Corpse Killer*. It'll kill ya.



Cheeseburger In Paradise

Maybe you can't get one, but with all the zombies out for a taste of your hide, you might feel like one. This is Cay Noir, as seen on your Datapod. Each time you complete a quest, you're given a new assignment, such as getting Armor Piercing (AP) shells or Datura plant.

Julie wants you to take her into zombie territory so that she can get the scoop on Project Manpower.



U Will Love This Game If...

You've always wanted to be in a good B movie. Toasting tons of zombies makes you scream for joy. You know what Foo-pah means (ask Winston).

Publisher
Digital Pictures

Controller
3-Button, or 3-Button controller with Menacer or Gamegun recommended

Players
1

MATURE M AGES 17+



U Will Not Love This Game If...

Dead people make you projectile-vomit. You like games that require more than a little brain power. Your mommy won't let you play M-rated games.

Corpse Killer for Sega CD

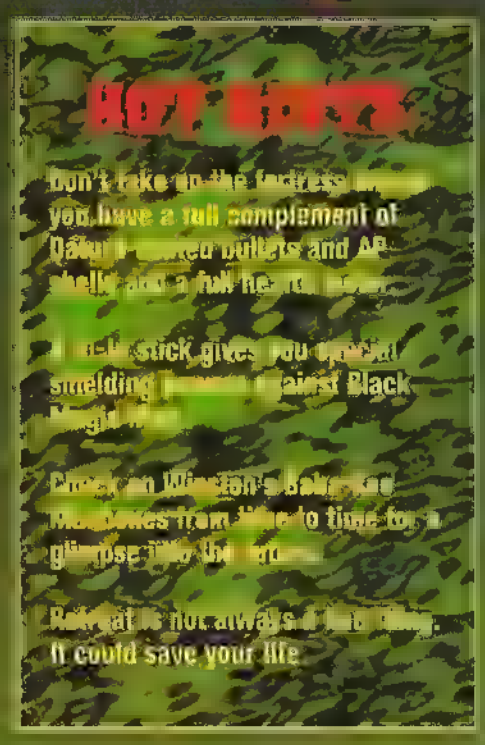
If you have not yet seen the light and bought a 32X, don't despair. *Corpse Killer* is available in Sega CD format, too.

And These Zombies Want To Be You!



Help! You've been caught in a tree and a zombie thinks your leg is a KFC drummie. Don't worry. Be happy.

Black Magic Men can be killed only with Datura-coated bullets. Each time they hit, you lose four points of health.



Don't take on the fortress ... you have a full complement of Datura-coated bullets and AE... shells and a full he...

...stick gives you ... shielding ... against Black ...

...Winston's ... ... to time for a glimpse ... the fortress.

Retreat is not always a bad thing. It could save your life.



Winston's quests involve salvaging old pirate treasure so that he can buy a Hummer ORV.



Find Datura, and Winston gives you the choice to make Datura-coated bullets or to restore your health: death or breath.

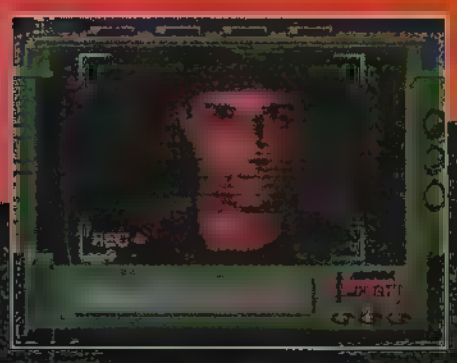


Dem bones, dem bones, dem ... bones? Winston rolls 'em if you ask.



...circles. Each squeeze of the trigger ... a Datura-coated bullet. Literally, you ...

I and I, and I, and I...



Magliano

He's one of your best men. You get to watch, via Hellman TV, as he is turned into an undead soldier.



Dr. Hellman

"You are not here on R & R, Lieutenant. You are here to blow my brains out!" Or so he says. Hellman's a kook who's turned all your men into zombies. Your job is to take him out.



Winston

This wily Rastafarian has a deal for you. He'll be your taxi and guide on Cay Noir if you help him get to pirate treasure so that he can buy himself a new Hummer.



Julie Barnes

An ambitious journalist, Julie wants the scoop on a secret government plan to give the U.S. a zombie army. Seems the plan has gotten out of hand, and she wants to tell the world about it ...and get her own talk show.

Body Piercing: The Transylvanian Method



Fail to save Kelly on the stairs at 19:57 in the Entry, and you find that Tony really bites. Literally



Dana Plato, star of the eighties sitcom "Diff'rent Strokes," is the big name in this B-movie-style title. Sunglasses, Dana, sunglasses.

NIGHT TRAP

Original Sega CD Vs. Sega CD 32X



The original version in the Kitchen.



The 32X game in the Kitchen. Check out the difference in detail.



Capturing an Auger in the original.



The 32X version's video window is enormous compared with the original's.

Sega CD 32X Brings You Cold-Blooded Fun

Controversy. Congressional hearings. *Night Trap* sparked it all. For a time this B-movie-style pair of discs sure got the attention. Now you get to play *Night Trap* as it was meant to be, on the Sega CD 32X from Digital Pictures. You [illegible] intended prey) with greater clarity and detail than ever before. This one-player [illegible] pay off with amazingly [illegible]

Publisher
Digital Pictures
Controller
3-Button
Players
1

MATURE M AGES 17+

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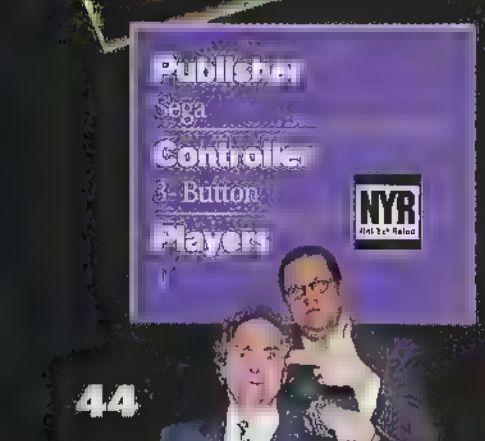
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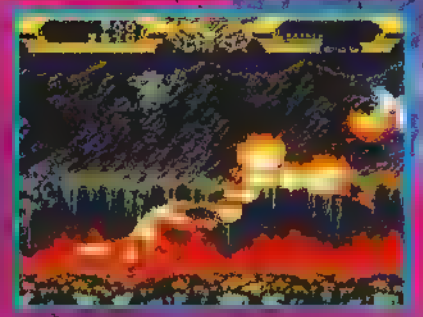
HOVERCRAFT FROM HADES

SURGICAL STRIKE

On your feet, soldier! Listen up! You're the point man in *Surgical Strike* for Sega CD. You man the controls of a Hovercraft armed to the hilt with Gatling gun, missile launcher, lock-on sights, and more. With a squadron of secret-task-force soldiers, you're on a mission to navigate and blast your way through three slaughterhouse stages overflowing with tanks, terrorists, and a sniper in every window. This battle sim combines the 360-degree action of a *Battlecorps* with the military objectives and cross-hair precision of a *Tomcat Alley*. You need strategy smarts, quick reflexes, and a stomach made of steel. There's no room for yellow-bellies in this winner-takes-all covert operation.





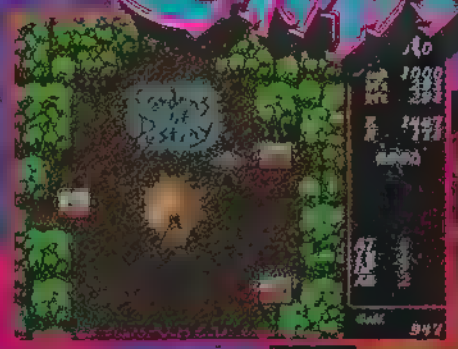


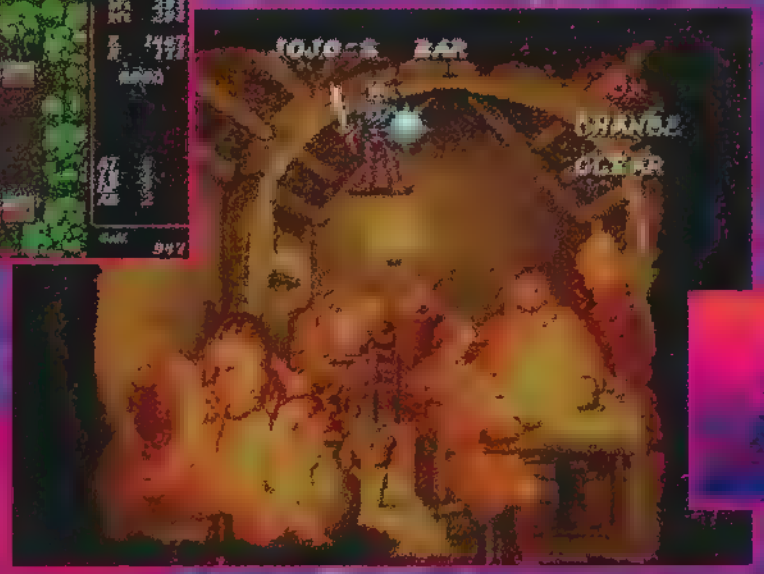


Dungeon Explorer











Read Before You Play

Dungeon crawls are the stuff legendary hero quests are made of, and Sega is bringing one of Hudson Soft's hot new ones to the Sega CD with *Dungeon Explorer*. Inveterate crawlers will feel like they've picked up their favorite sword and returned to familiar territory. The object is to rescue the Goddess of Ambition from one of the towers. The game play is an overhead view, with projectile-throwing weapons, dozens of dungeons, tons of towers, and chests to smack open at every turn. Seven paths lead out of town, each to dungeons and towers with many, many levels. Because *Dungeon Explorer* is a CD title, expect voice and suitably dramatic dungeon-danger music. Look for more on *Dungeon Explorer* in future issues of *Sega Visions*.

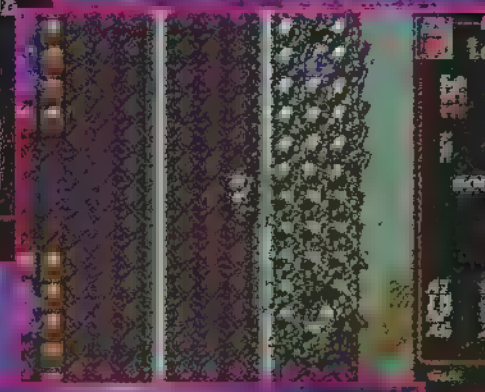
Publisher
Sega

Controller
3-Button

Players
1

NYR
Not Yet Rated





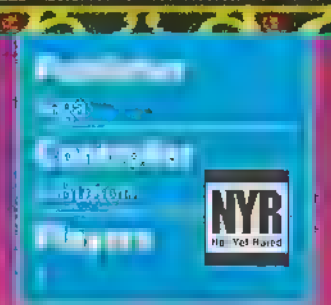


Lords of Thunder

GALE-FORCE SHOOTING

There's a fierce storm brewing on your Sega CD, and its name is *Lords of Thunder*. Get ready to rock while you fire in this RPG-style Shooter from Sega, because it packs some massive metal, in every sense of the word. You're the sole survivor of a dynasty of knights, and a mystical suit of armor is their legacy. Equipped with weapons that harness air, earth, wind, and fire, you must battle a horde of invaders intent on digging up a buried god to cloud your homeland in darkness and plague. An inventory of bombs, crystals, and other weapons rewards skillful battle. A hard-driving sound track sets the frenzied tone. And a host of mechanical dragons, Viking fleets, and fire-spitting vermin lie in wait. Do you have what it takes to quell the Lords of Thunder?










SEGA
Game Gear - Extras.

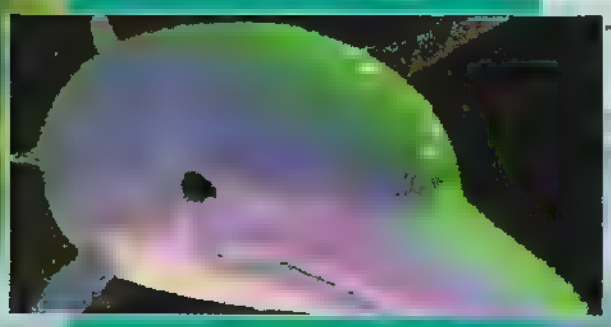

Rechargeable. Pop it on.

ECCO

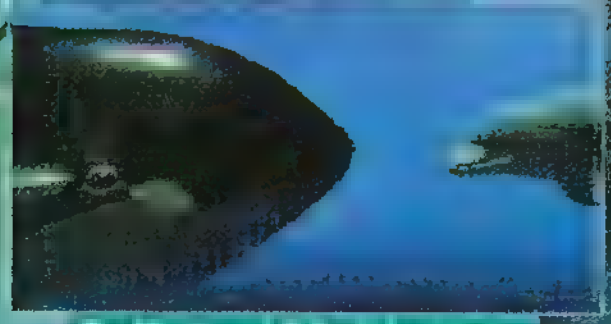
THE TIDES OF TIME

Splash into the Future









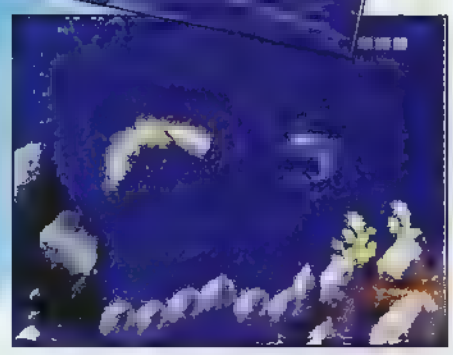
DIVING INTO THE PAST

to commemorate Ecco's first adventures. Sonar them to plunge into 3-D-rendered cinematic sequences.

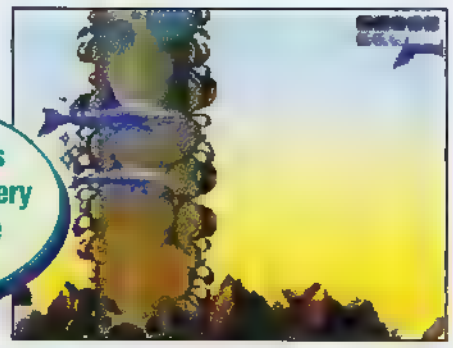
16 MINUTES OF ANIMATION CREATED JUST FOR CD GAMERS



Every year a school of dolphins drives a massive school of fish into the harbor of a remote African village. Why? Because they want to.



This large sea worm wants to eat you, but you can use it to your advantage if you sonar it into the rock barrier.



Here Ecco begins his journey into the sky, using the water tubes that connect earth and sky. Notice that evolution has dealt dolphins a fair hand.



Sometimes to escape the enemy, you must become the enemy. Use Ecco's charge attack to emit poisonous bubbles at the deadly Vortex stomach creatures.

In the Hungry Ones level, don't touch every single metasphere you find.

When you're in shark form, the only way you can get oxygen is by swimming back and forth, taking in oxygen from the water itself.

Look for a pulsar in each level. Sonar it to add a four-way sonar attack to your abilities. Press Button A twice to use the attack.

If you sonar teleport rings in the 3-D levels, they disappear.

Ecco: The Tides of Time for Sega CD immerses you in 3-D animation like you've never seen. Brilliant rendered graphics and digitized sounds from the deep bring the undersea world to life. Game play takes you through mysterious skies and on travels through time. Forty huge levels of aquatic action and puzzles stand between Ecco and a future that could destroy the harmony of the sea. Anyone who appreciates state-of-the-art special effects and intricate game play should dive into the underwater world of *Ecco: The Tides of Time.*

UNDERWATER ACTION

Tides of Time gives you more of what you played *Ecco the Dolphin* for. New features include history glyphs, which celebrate Ecco's original adventures. Each glyph recounts a high point with 3-D computer-rendered full-motion video. Sonar these glyphs for a total of 16 minutes of animation created just for CD gamers. You also get real dolphin and whale sounds and mesmerizing music in 3-D QSound™. The only way to get undersea adventure more real is to jump into the tank at the local marine park. And you never know what's gonna eat you there.

Publisher
Sega

Controller
3-Button

Players
1

AGES 6+

HOT HINTS



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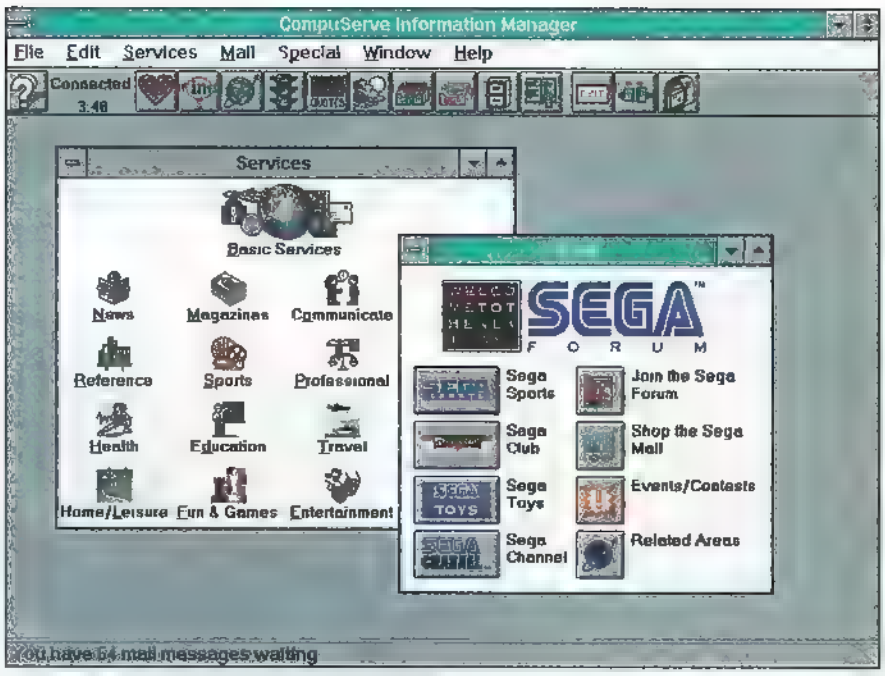
and players from around the world to get the hottest game tips, hints, and strategies. Meet with the producers, designers, celebrities, artists, and musicians of your favorite game. Join a local fan club or start one of your own.

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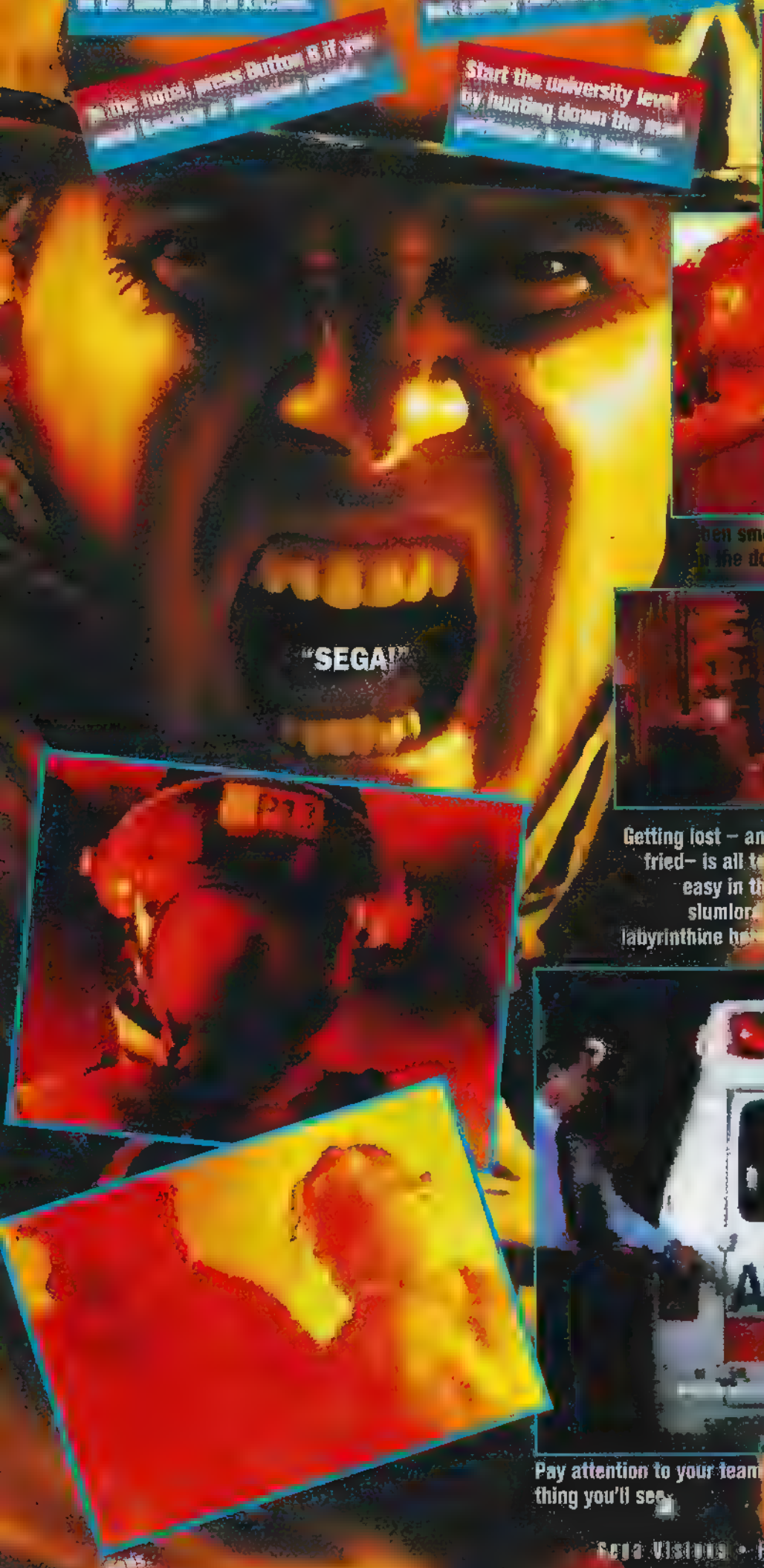
If you're approaching a dead end in the university, back up (Down, Left, or Right) before you log it.

The hazards that you must remove from the house are in the attic and the kitchen.

You can win the house level with...

At the hotel, press Button B if you...

Start the university level by hunting down the...







...een smells like gas. Help Washington pry ...n the door with a power-up.

The voice screaming for help in the rec room is just the TV. Don't waste time poking around there.

Getting lost – and fried– is all t... easy in th... slumlor... labyrinthine h...



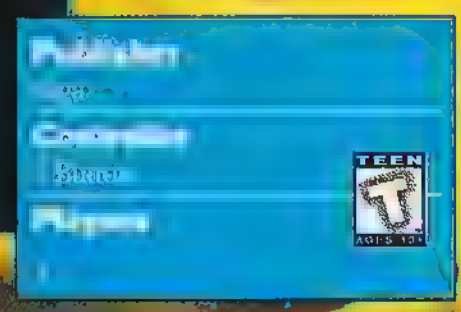


Pay attention to your team ... the hot... or this is ... thing you'll see.

Fight fire with fire...or...fire fighters. Sega's *Fahrenheit* for Sega CD puts you in the boots of a rookie rescue specialist who sees more action in one game than most firefighters see in months. As the decision maker of Station 13 (that's right – the rookie's calling the shots), you must guide your team through three blazing infernos to save lives, remove hazardous materials, prevent grand-scale explosions, and outsmart a brilliant professor. One wrong move, and everything – including you – goes up in smoke.

Your first assignment: Rescue a teenage girl from a house engulfed in swirling flames. Every room you search threatens to burn to a crisp with you in it. Hazards like kerosene and leaking gas stand in your way. Open the wrong door, and a scorching backdraft blows you back 50 feet. Waste time retracing your steps in the mazelike house, and you're out of oxygen. If you come out alive, it's out of the frying pan and into more fire.

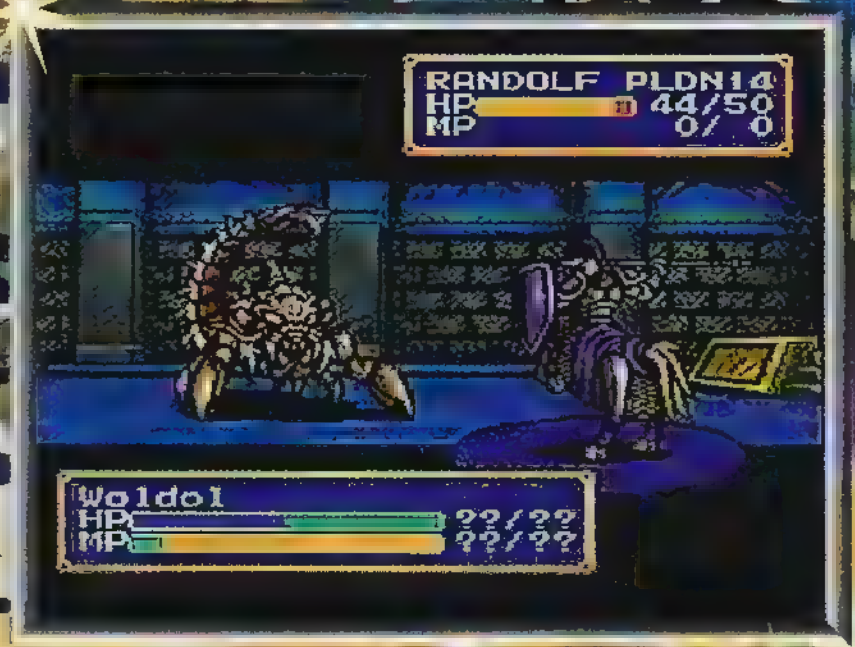
Fahrenheit's strong points are blisteringly realistic live-action video and sound effects that'll have you running for water. If you've ever been fascinated by fire, *Fahrenheit* will make your bones glow.



THE SHINING FORCE'S FINEST HOUR

SHINING F
CD

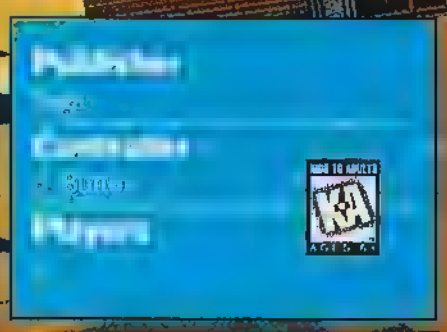




You can't hurt this guy till your hero whacks him with a special sword.









Once your lead character has been promoted, his Bolt spell can give a broader, more effective attack.



CD SETS THE STAGE FOR ASSIVE, MAGICAL MISSION

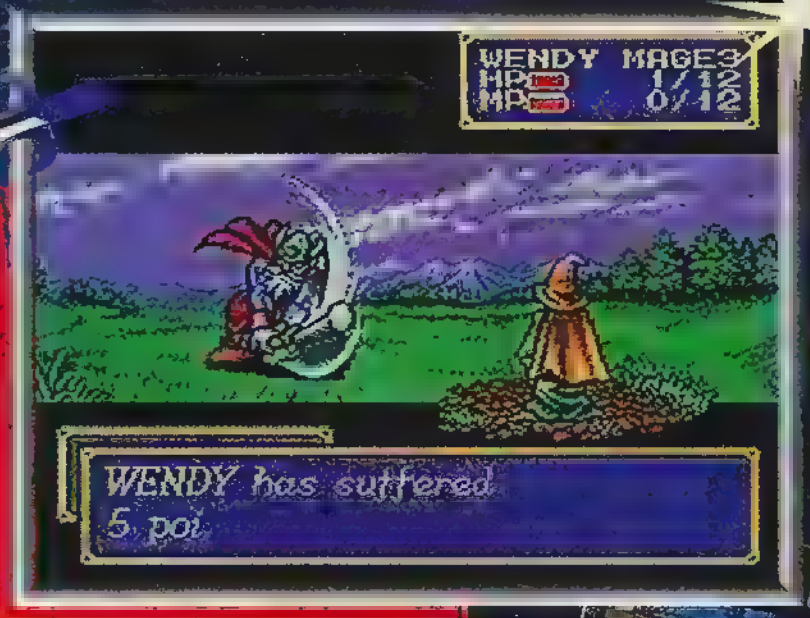
FORCE

The biggest, most deadly chapter in the celebrated Shining Force series has come home on Sega CD. Fans of Genesis versions of these games will be delighted to rediscover Shining Force's lightning-fast combat and magic systems but surprised to encounter a new, more battle-intensive game style.

WHEN DARKNESS CLOAKS TWO KINGDOMS

This far-reaching saga of sorcery and sword play starts when a forbidding party of ambassadors from the kingdom of Cypress visits Anri, the queen of Guardiana. They present her with a gift. When she opens it, however, a viscous black fog escapes, casting her into an eternal sleep. The ambassadors escape, and a team of seasoned soldiers is dispatched to battle the evil forces of Cypress and revive the queen.

When the soldiers fail to return, a young team of adventurers, led by a silent and mysterious soldier of fortune, sets sail to settle the matter. As you guide them in their travels and encounters, you unravel an intricate plot that outlines the origins of this mysterious warrior, the evil machinations that have enslaved two kingdoms, and the secrets of an ancient and awesome weapon.



Wizards are more vulnerable to heavy attacks. Keep them protected by your tougher characters.

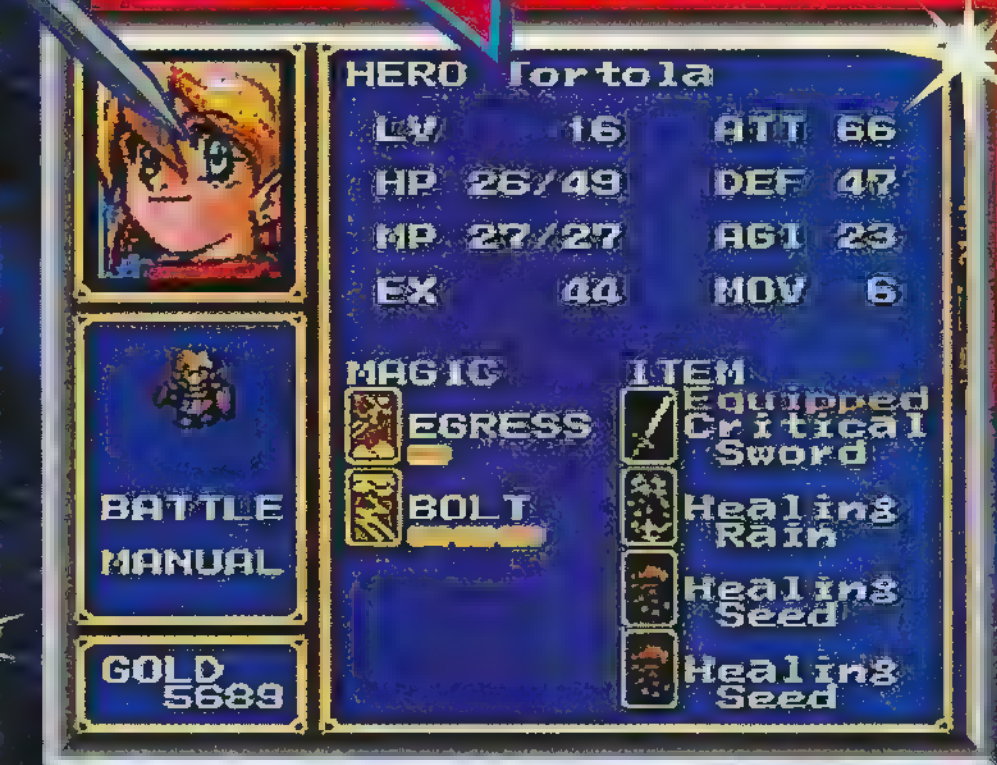
SOLID STRATEGY

Unlike the Genesis versions of Shining Force I and II, Shining Force CD takes the adventurer on a much more linear tour of the magical lands of Cypress and Guardiana. The game emphasizes combat strategy and character development over exploration, leading you from battle to deadly battle rather than asking you to sniff out every nook and cranny of the landscape.

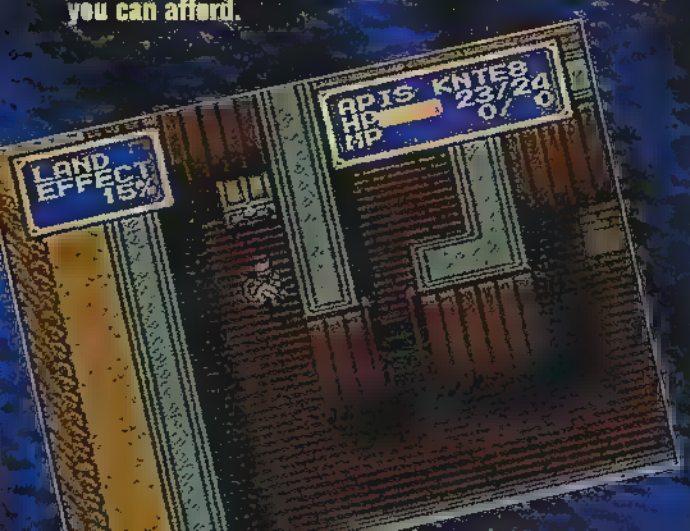
The story line actually combines the plots of four different Game Gear versions of Shining Force, two of which have never been seen in this country. The result is four massive books that will test the mettle of the most seasoned hack 'n slasher.

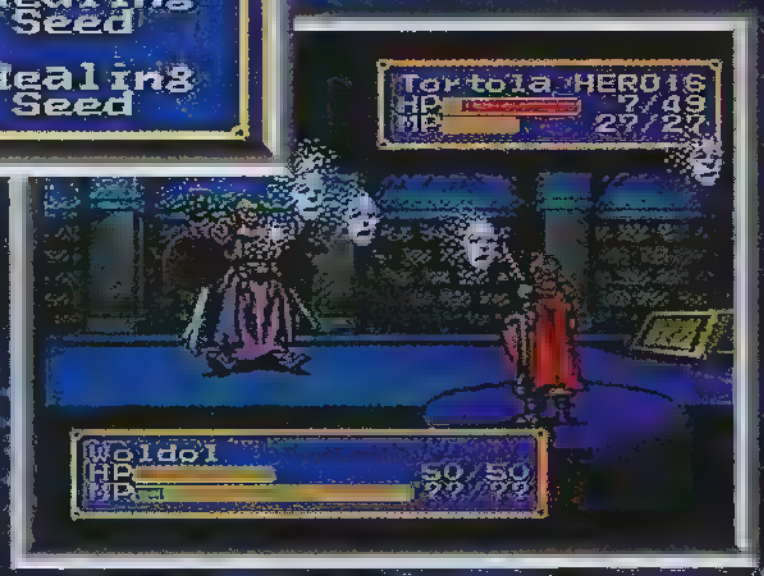
Shining Force CD strikes a superb balance between the strategy and character development of traditional RPGs and the nonstop battle strategy that most gamers crave. It's the kind of epic that will keep you slinging spears and spells hour after enchanted hour.





Equip your fighters with the most effective weapons you can afford.





Take out Woldol as soon as you can. His Demon Breath spell is devastating.

HOT HINTS

The Healing Rain is very expensive, but it's the best magical weapon available for the bigger battles. Buy as many as you can afford, and put them in the inventory of your strongest characters.

Make sure your Paladins are equipped with ranged weapons, such as Power Spears and Valkyries. These give you more flexibility in combat.

Retire your healers (Monks and Priests) in favor of Warriors as your party expands. You can always buy magical items to heal your troops.

If the bad guys have a Wizard in the ranks, avoid placing your characters next to one another. Some spells can damage many members at a time if your fighters are too close together.

If you want to build up the experience levels of your characters, use the Egress spell before the conclusion of a battle. This allows you to refight the battle when you return.

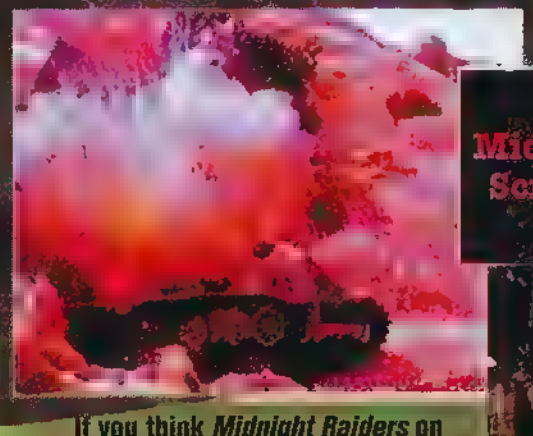
You can promote characters that have reached Level 10. Sometimes, however, it's better to wait until they reach Levels 13 to 15, when they're stronger.



MIDNIGHT RAIDERS

Apache: DEATH FROM ABOVE

Attention, armchair fighter pilots: *Midnight Raiders* is flying onto your Sega CD from Sega, the folks who made the mother of all aerial combat adventures, *Tomcat Alley*. *Midnight Raiders* does for helicopters what *Tomcat Alley* did for jets. This cinematic follow-up packs in 80 encounters including air, land, and gun-to-gun combat. It also serves up dizzyingly realistic full-motion-video flight sequences and enough gizmos and gadgets to please the Tom Clancy set. Just one thing's missing. You have to bring your own air-sick bag.



Midnight Raiders Screams on 32X

If you think *Midnight Raiders* on Sega CD looks hot, check out the speed on the 32X. This version also gives you graphics so realistic you'll feel the heat at Shaqqir's plant. Please wipe down the equipment when you're done.



HOT HINTS

In Hard mode, let Sparks [illegible] down the first chopper. This gives you one extra missile to fire [illegible]

In the chemical plant, don't go straight without ammo. Get to know which terrorists don't [illegible] you and reload when they [illegible]

If Sawyer says "tank ahead" very casually, position the cross hair in the lower-right corner to target the large SAM tank. Bombs away!

During an approach, if you see a rocky desert background with two waves at the top of the screen, position the cross hair in the extreme upper-left corner, and prepare to shoot a very small tank rolling to the left.

This game has no saves or passwords, so leave yourself plenty of time to play.

The Midnight Team



Dr. Mensch

Your rescue target is the professor with the goofy German accent. The infamous Al Shaqqir is holding Dr. Mensch hostage in a chemical plant in the desert.



Joker

This slightly distracted, overconfident rookie gunner is you. He laughs in the face of danger…most of the time.



Grimsby and Addams

Colonel Grimsby's not only an old guy in uniform – he's your boss. The guy on the left is Addams, a government official with a major attitude.

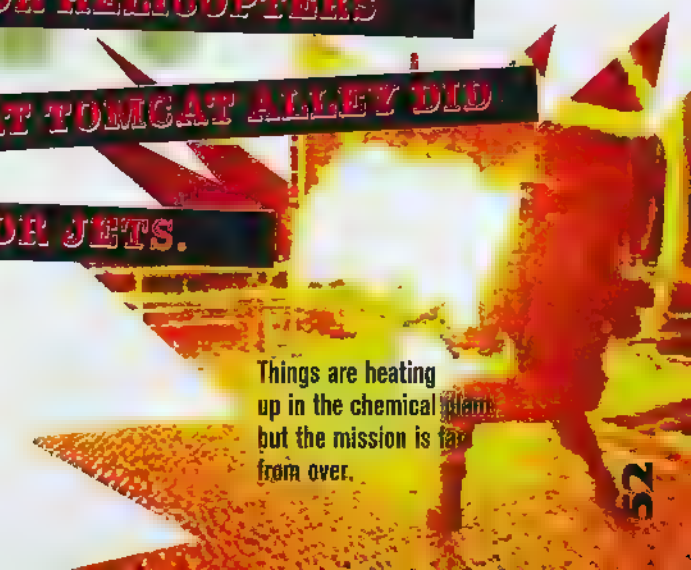
Publisher
Sega

Controller
3-Button

Players
1

TEEN
AGES 13+

MIDNIGHT RAIDERS DOES FOR HELICOPTERS WHAT TOMCAT ALLEY DID FOR JETS.

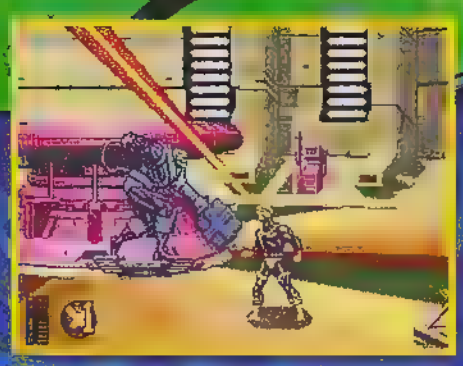


Things are heating up in the chemical plant, but the mission is far from over.

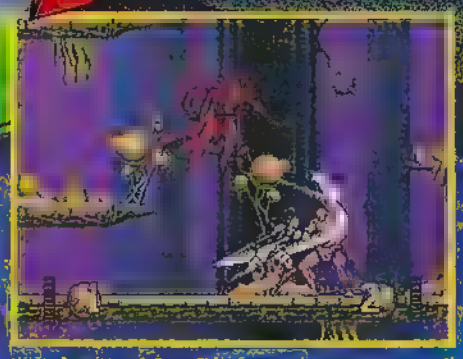
Play Magneto. Only on SEGA!

MARVEL COMICS

X-MEN 2 CLONE WARS



Extreme style! The real Marvel® comic characters swing into action to stop an evil DNA disaster. But the Cloning Factory is no match for Cyclops' awesome optical powers-especially when he gives 'em the eye!



Magneto-mania! Only SEGA™ lets you live the adventure with the highest number of playable characters ever-including Magneto! Has this villain finally turned hero?



Draw your claws! Play as Wolverine-or any of seven different X-Men® and watch your mutant powers come alive! The only thing sharper than your adamantium claws is your pure animal instinct!



KIDS TO ADULTS

SEGA

SEGA

NOW AVAILABLE! MARVEL COMICS® X-MEN™: GAMESMASTER'S LEGACY™ on SEGA™ GAME GEAR™

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WHO YOU CALLIN' A WORM?

Sega CD Gets Award-Winning Game Play



There's a new weapon in your trials against the Queen, worm-boy. It's called the Homing Rocket. You get three of them for every little rocket icon picked up. Let one loose, and it chases down the nearest enemy and blasts it to smithereens.



And you thought Jim already had bunches of wait-state moves at the ready. Add two more to the list. In some levels he pulls his head into the suit and comes out as either Elvis or Groucho.



Run, don't crawl, to your local vendor of disk-based bait, 'cuz *Earthworm Jim Special Edition* is coming to your Sega CD from Interplay. Why would you want this dirt-eating, pink-sectioned, slime-ridden wearer of robonic suits in your Sega disc spinner? The answer is simple. This worm is bigger and better. You get another world, a new intro, redesigned levels, new bonus areas, more hidden stuff, a clamored-for password save, digital music from Tommy Tallarico, tons more voice, and a great new fully animated ending. And you wanted to know why. Shows how much you know about invertebrates. Ingrate. Who you callin' a worm, anyway?

PURELY ANNELIDICAL ACTION

Those who've already played Sir Segmented's other game on the Genesis are going to be more than pleasantly surprised with this version. The developers rearranged the levels to give this one a fresh new feel. Things are no longer where you expect them to be. Each time you complete a level, you get a password. The bonus levels add more challenges and goody collection to your annelid-based Action, and Big Bruty, the new world, lets you learn the dangers of teasing big beasties up close and personal. Can you say chomp?

THIS AIN'T BAIT AND SWITCH, BUBBA

It's for games like this that you purchased your Sega CD. From the terrific penciled animation intro to the ending dedicated to one of the greatest cartoonists of all time, *Earthworm Jim Special Edition* reeks of quality. The new arrangements of the Jim voices, sounds, and tunes add digital-stereo joy to your every wriggle. If you haven't played this game yet, you're in for big award-winning fun. Take the bait, dirt-breath. This is a whole new can of worms.

How's your animation trivia knowledge? The ending is in honor of the creator of Screwy Squirrel.

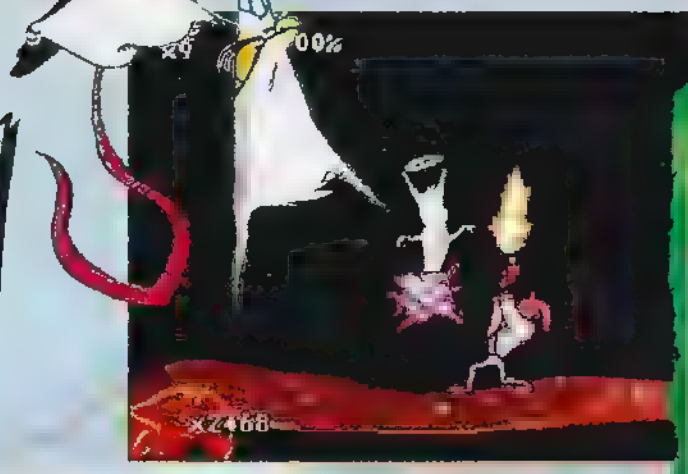
Publisher
Interplay

Controller
3-Button

Players
1

WORM M

SPECIAL EDITION





At the end of each round you collect a password so that you can continue without replaying the level you've just beaten.

HIM'S NUDEY



find yourself with[illegible] in. The signs say it all. If you decide to take the Stud path, go to the deep left when launched into the air. You'll find an extra life, which you're gonna need. This path means certain death for all but the [illegible]



Save your Homing Rockets for when you really need them by attacking enemies with your Worm Whip.

Keep your eyes open for sparkling areas. You can swing from your worm when you whip them.

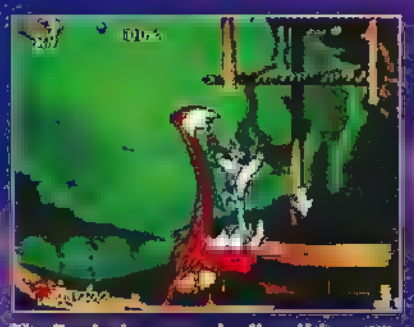
The Head Helicopter sometimes gives you the extra jump distance you need.

If you already have nine lives (the max) leave any extra lives alone. That way, if you die and come back, you can collect them when you need them.

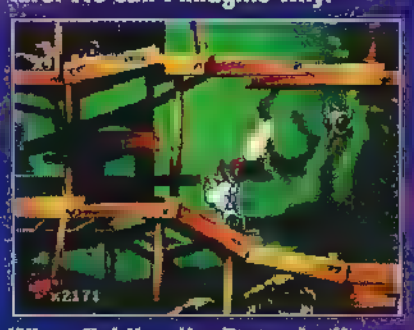
Use your weapon in short bursts to conserve ammo.

Your time is unlimited, so search carefully for paths to goodies you can see but can't seem to reach.

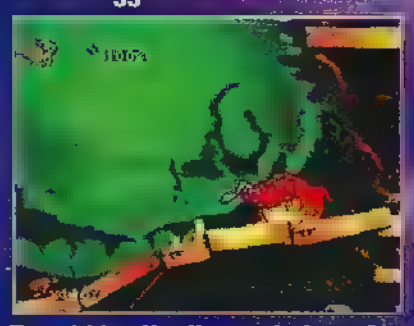
A NEW WORLD NAMED BIG BRUTY



Big Bruty is named after this creature. We can't imagine why.



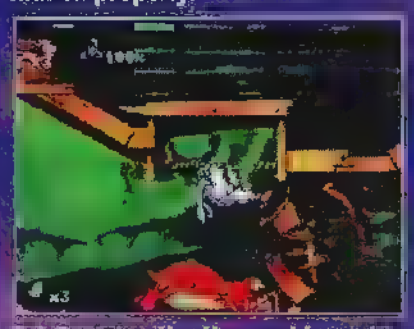
When fighting the Bees, don't bother using your gun unless you're packin' Homing Rockets. Instead, Worm Whip the pointy nosed buggers into submission.



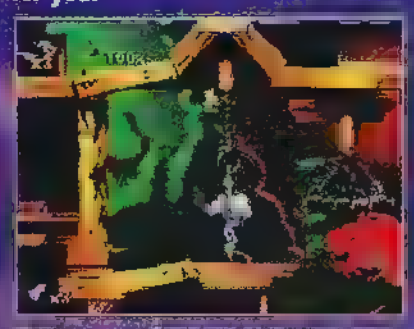
To get his attention, get close. As he starts to move toward you, hightail it out of there. Otherwise he'll be flossing his big teeth with your leg.



In the areas with the teeter-totter, taunt Big Bruty toward you and quickly position yourself on the seesaw. When he arrives, you'll launch properly.



Get Bruty's attention and jump to the overhead rope, pulling your butt up behind you with the D-Pad. He'll dash past and open the way for you.



If you move fast enough, you can grab the ring and drop Bruty through this trapdoor.

HIGH KARATE

FIRST LIVE-ACTION MARTIAL ARTS ON SEGA CD

SUPREME 兵 WARRIOR

YING HEUNG

PLAY SUPREME WARRIOR IN ENGLISH OR CANTONESE!

The faster you connect while the foot or hand prompt is on your screen, the more powerful your attack.



Don't use your hands or feet unless you are fairly sure of connecting. Random swinging tires you out.



PLAY TIPS

When an opponent is dizzy, k... don't work.

Start out by choosing Apprentice mode. Otherwise, you'll be pulped like a grapefruit before you can say Indian River.

When you defeat a warlord, you ... lect a Special Power. Use it when ... you hear the appropriate audio cue ... for Wind you hear wind, for Earth ... ou hear boulders, and for Fire you hear a rattle.

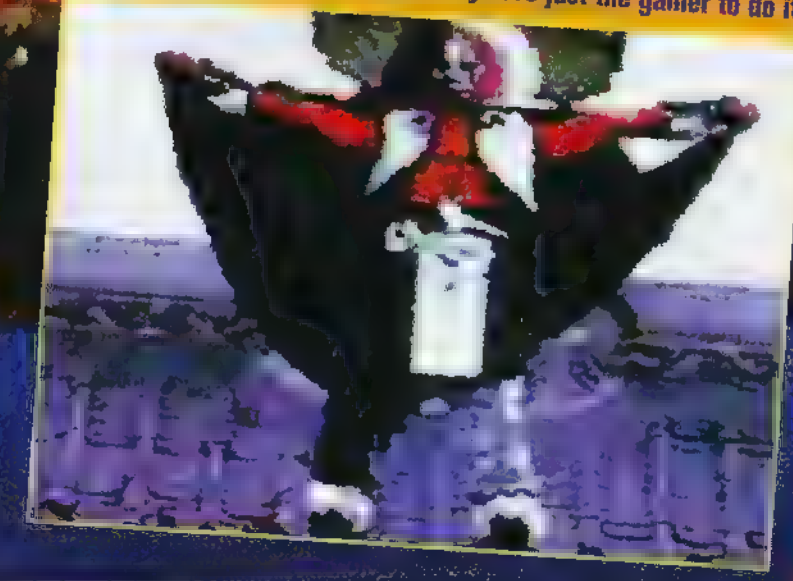
Punches are useless a... Uppercuts.

Counter each of the warlord's D... tricks with one of seven Special Skills earned in your battles with the bodyguards. It may take a while to figure out which works against which.

Each fighter has a particular vulnerability.



Fang Tu requires a whupping, and you're just the gamer to do it.



These Guys Don't Do R & B







...n must defeat three w... ...rds before you can tak... the dreaded Fang T...

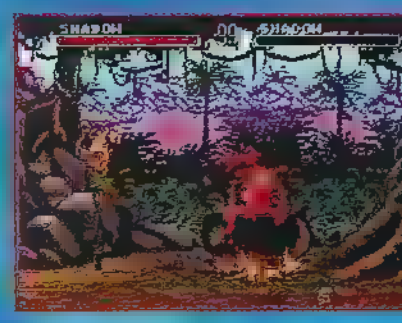
Welcome, wanna-be warrior. There is a time for peace and a time for battle – and this ain't the time for peace. Use the power of your fists and feet to restore the balance between good and evil in *Supreme Warrior* from Digital Pictures for the Sega CD. This realistic Interactive Movie has you breaking heads as a kung fu fighter in a China ruled by depraved warlords. Earn and learn the moves to take on their leader, Fang Tu, and recover the power of the mask – if his bodyguards and warlords don't bust you a new body cavity first. *Supreme Warrior* gives you bunches of special moves, adjustable skill levels, and 12 dangerous opponents in a game filmed entirely on location in Hong Kong. Actual martial arts champions play your enemies.

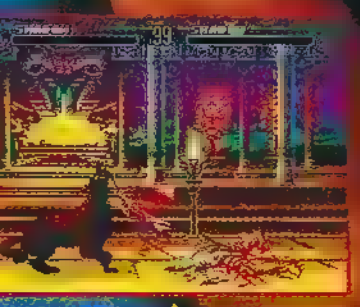
Publisher
Digital Pictures
Controller
3- or 6-Button
Players

MATURE M AGES 17+

MORE devastating than any MORTAL could imagine.









The NEW Eternal Champions on Sega CD.

The game other fighting games would kill to be.

Eternal Champions on Sega CD brings back the original cast, plus four blistering new fighters.

There are also four extra-heinous ways to finish off your enemies: Enhanced Overkill, Sudden Death, Vendetta and Cinekill.™

An all new Tournament Mode pushes your skills to the absolute limit.

Mortal? Be Eternal.

MATURE M AGES 17+

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SEGA CD™

DEEP WATER

CALL 1-800-771-3772 FOR GAME RATING INFORMATION

ROAD RASH 3

WORLD WARRIORS

ASPHALT ABRASION AT 180 MPH

Let's see...you're doing 180 MPH and the car is moving at a stately 55...so the difference is 125MPH. That energy has to go somewhere. You figure it out.

Busted! There are lots of new ending animations for arrests. In this one, you tried to get away from nice Mr.Traffic Control Officer and he sicced his dog on you.

The cops are getting smarter. Here they're using the landing skids of a police helicopter to knock you off your bike at speed so that the motorcycle flatfoot can bust you.

MESSAGE TO THE BRAIN-DEAD

We really don't have to tell you that doing this live and in person is about as sensible as bobbing for apples in a giant blender, do we?

The Bike Shop offers everything from lowly Rat Bikes to souped-up Super Bikes. All you need is cash. Races offer prize money. 'Nuf said?

C'mon Thumper. It's time to climb on to the two-wheeled rocket, get out a Louisville Slugger, and leap into *Road Rash 3: World Warriors* from Electronic Arts for the Genesis. With new weaponry, races around the globe, questionable new ways to get out of debt, and cops employing all-new rasher-nabbing techniques, this one- or two-player title gets in the saddle and wails. You haven't lived until you've injected the nitrous at 160-plus MPH and turned a corner to end up face to face with a star-tied zebra. It just makes you wonder if they make tubes of medicated ointment big enough for this *Rash*.

Publisher
Electronic Arts

Controller
3- Button

Players
1 to 2

NYR Not Yet Rated

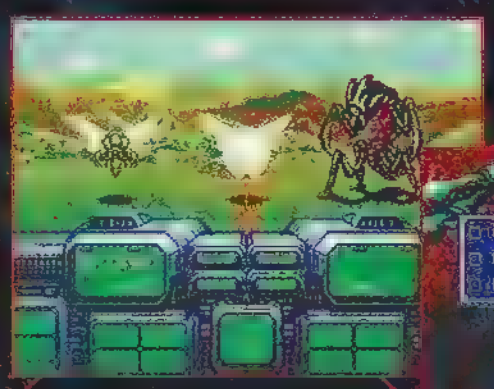
PREPARE FOR THE FINAL BATTLE!

PHANTASY STAR IV





CHECK IT OUT! Comb the cities for clues to your next confrontation!



MOVE ON! Finally get inside the Land Rover and throw the battle into higher gear!



THE HEAT IS ON! Monsters that morph and change make for intense new attacks and mind-blowing battles!



STAY ON YOUR TOES! Battle the many new forms of the Dark Force in the ultimate struggle for Motavia!

SEGA

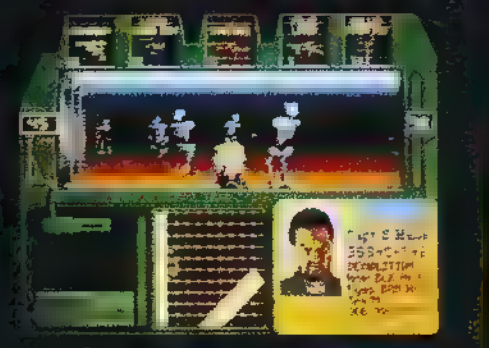
IF YOU DON'T HAVE EYES IN THE BACK

YOU'RE ALL ALONE IN A SPACE COLONY. EXCEPT FOR THE HUNDREDS OF KILLERS WAITING TO GUN YOU DOWN LIKE A DOG.



THEY'RE IN FRONT OF YOU. IN BACK OF YOU. TO YOUR LEFT. TO YOUR RIGHT.

BASICALLY, YOUR CHANCES ARE PATHETIC.



THE KEY TO SURVIVAL?

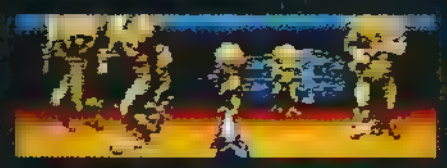
SHOOT THE LIVING SNOT OUT OF EVERYTHING IN SIGHT, THEN COLLECT MORE WEAPONS OFF THE WARM DEAD BODIES.

OF YOUR HEAD, YOU'RE DEAD MEAT.

SHOTGUNS, HAND GUNS,
LASERGUNS, GRENADES,
FLAMETHROWERS,
ROCKET LAUNCHERS...

IT HELPS IF YOU'RE
RUTHLESS.

IF YOU AREN'T,
YOU'RE DEAD MEAT.



THE FIRST 3-D,
360-DEGREE, FIRST
PERSON SEARCH AND
DESTROY MISSION
ON SEGA™ GENESIS.™



ZERO TOLERANCE™

MA-13 ™

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ACCOLADE

Special Preview

X-Plosive Action and X-Quisite Adventure

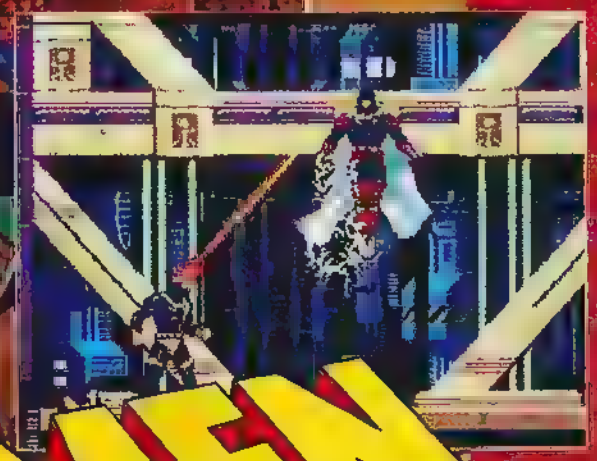
America loves Marvel's mutants, and Sega's bringing them back to you bigger and better than ever in *X-Men 2: Clone Wars.* This 16-meg Action/Adventure for the Genesis gives you X-citing control of seven X-Men. This sequel has more and bigger characters, 23 levels, and loads of special moves. X-pect this one- or two-player thriller to give hours of fun for gamers of all ages. Take on an army of techno-organic beings (the Phalanx), bent on destroying mutantkind – they deserve a whupping, and you're just the X-fan to deliver it.

X-Ceptional Talents

Your X-Men all come equipped with different talents. Gambit channels the kinetic energy of inanimate objects for explosive results. Wolverine's healing factor and claws allow him to recover from, or dish out, major damage. Your other five do everything from focusing psychic power into a deadly blade to teleportation tricks. Enjoy this Sneak Peek, and look for full coverage in a coming issue. This early version looks and sounds great.



C: Which [illegible] of this game's X-[illegible] were [illegible]ng the [illegible]inal X-[illegible]en?



MARVEL COMICS

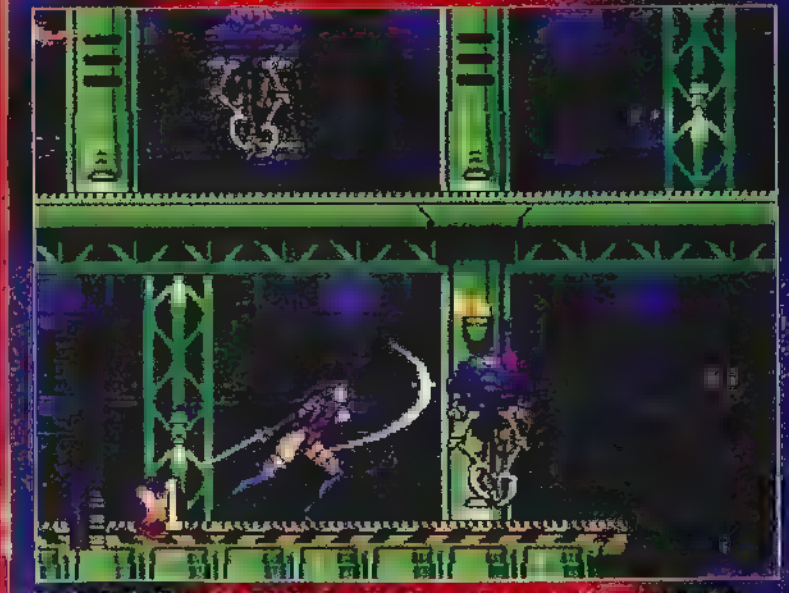
X-MEN 2 CLONE WARS



Nightcrawler's climbing ability often allows him to circumvent danger.



At a distance, attack with Gambit's Kinetic Cards. In close, use his staff to fend off foes.

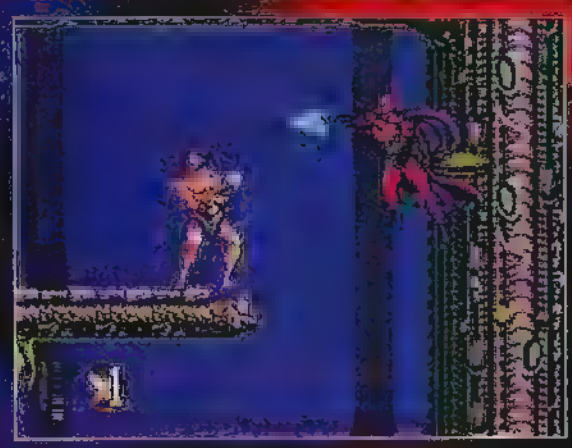


Psylocke's Psychic Blade is effective only against live enemies. For robotic obstacles use her Katana.



Wolverine's claws are useful for taking down enemies or scaling walls.





Have Magneto hover when jumping by holding Button A. Now you can rain death from above.

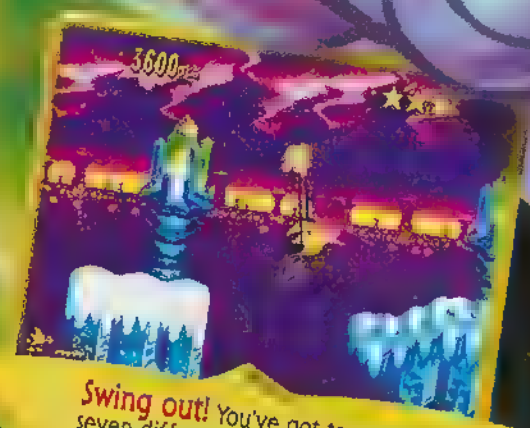
Get a Grip!

The galaxy's newest superstar is only on SEGA!

Ristar™



Have 'em seeing stars! Stretch your long elastic arms and head-butt space enemies before they star-dust you!



Swing out! You've got to save seven different planets, so there's no time to hang out! It don't mean a thing 'til you start to swing!





Meet 'em and feed 'em! To save the planets you'll have to get past this guy- and the only way to his heart is through his stomach! Keep those pizzas coming!



Reach for the stars on Game Gear™! Ristar may be new at the superhero biz, but he's got attitude to spare- not to mention a universe to save!

Only on Sega™ Genesis™ and Game Gear™!

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GENESIS REVIEW THIS!

DEADLY CLAWS.

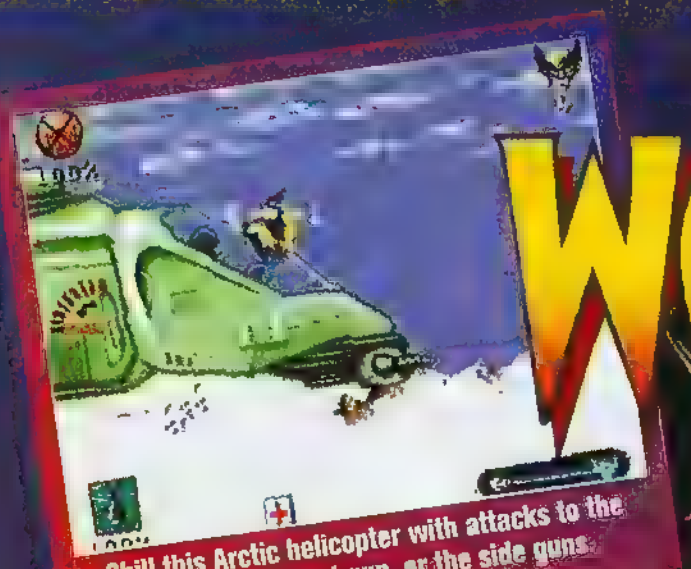
MUTANT TERROR

WOLVERINE

MARVEL COMICS



It's a game of lunar dodgeball. You're it.



Chill this Arctic helicopter with attacks to the cockpit, the front gun, or the side guns.

Are Wolverine's memories real or implanted?

X-fans remember Wolverine's debut as the would-be assassin of the Hulk. They've followed his career as a Ninja in Japan and a Canadian secret agent. Now Logan's got his own Genesis game in *Wolverine: Adamantium Rage* from Acclaim. He suspects that his memories are implanted; the X-team's most notorious enemies may be responsible. To get past them, he uses his trademark slash and kick moves, along with some new martial-arts maneuvers.

The game play is tough, with little margin for error. It's also a bit repetitious. As for graphics, Wolverine looks suitably fearsome. And the rock tunes might just whip you into a rage.

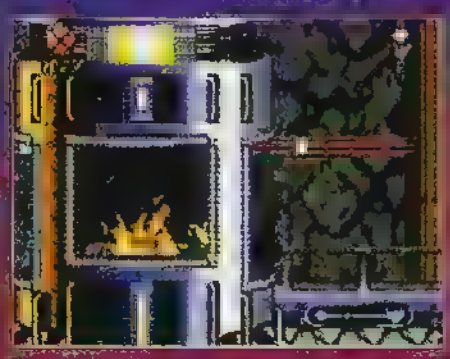
Publisher: Acclaim Entertainment

Controller: 3- or 6-Button

Players:



Interrupting the Power Supply



Give the laboratory's power generator a few swift kicks to burn it up.



This disables the force field intermittently. Run for it when the current flashes off.

HOT HINTS

Don't waste time pursuing health power-ups that you don't need. The clock is always ticking.

Back enemies into corners to weaken their attacks.

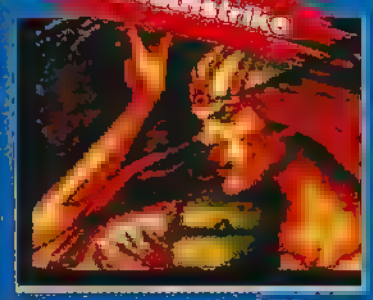
Can't see a way out? Look for a lever to kick.

Take 'em out on both sides with a double-spike attack: Press Buttons B and C together.

Move quickly once you've eliminated enemies. They return if you linger.

Legion of Evil

Deathstrike



Like Wolverine, she's got Adamantium claws that can tear through metal.

Shinobi Shaw



This inveterate X-enemy can pass through solid objects.

Fatality



If this mutant catches Wolverine, he'll drain him of his life force and use it to open portals through time.

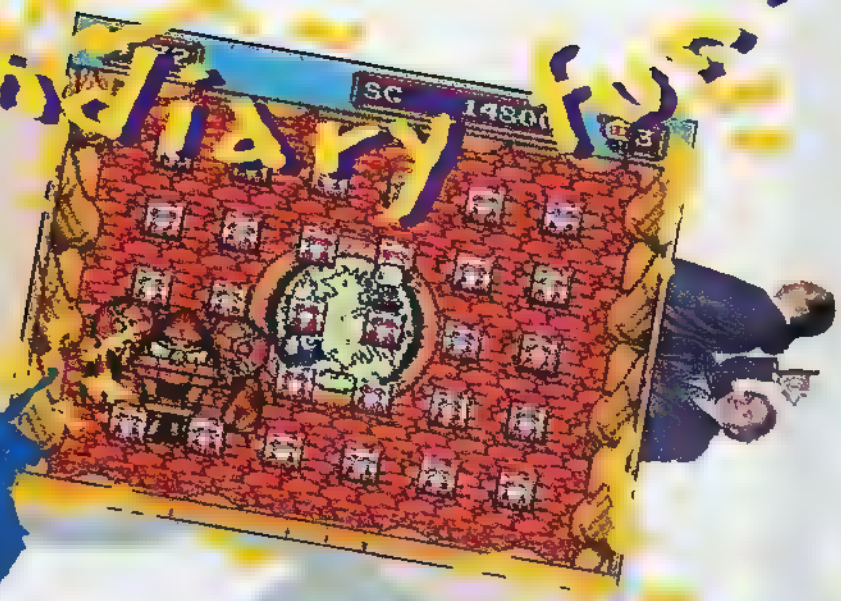
Elsie-Dee



This fetching little android delivers a lethal hug.

Addictive Incendiary Fun!

MEGA BOMBERMAN™



There's a boss waiting at the end of every level in the Normal game. Offer him some megatonnage.

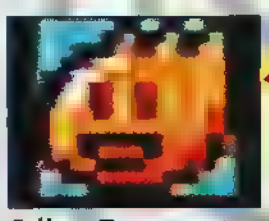
Bomb the other guy and take his stuff. This is the ingeniously simple premise for *Mega Bomberman* from Sega. Considered one of the best multiplayer games of all time, this explosive one- to four-player title is now available for your Genesis. Just wander around leaving bombs behind, unveiling goodies, collecting power-ups, and blasting the other little bombers to oblivion. Toast them before you eat a flame pill, and you win. Sounds easy? Yeah, right. Invite three other players to join you. This title causes riots (and tournaments).

RIDING A LOUIE

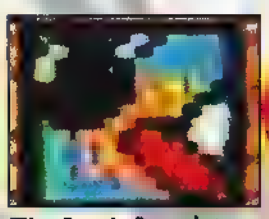
Yes, *Mega Bomberman* is also a one-player game. In Normal mode you go through five levels, blasting blocks, flaming enemies, collecting puzzle pieces, and bombing bosses. In single or multiplayer Battle mode, you get your choice of ten stages with gizmos from conveyor belts that transport your bombs to missile-firing penguins. Through all of this, if you hop on an egg, you pick up a Louie. There are five types of Louie to ride, each protecting you from a single explosion. Whether you go multiplayer or play by yourself, *Mega Bomberman* is going to live in your Genesis. It isn't just habit forming; it's a blast.



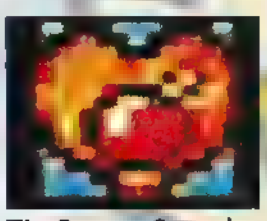
Get an Egg, and you hop on one of five faithful steeds from the Louie family.



Collect Firepower to increase the distance of your blast.



The Bomb Boot lets you kick bombs for attack and defense.



The Remote Control gives you the ability to detonate your bombs at need.

Tips for One Player

Open all the soft blocks before leaving an area. There's often stuff you'll need.

Get the Remote Control. Being able to detonate bombs at will makes this tough game much easier.

Think before you bomb. If you are about to open an area and let an enemy out, figure out how to kill it quickly before bombing.

Multiplayer Tips

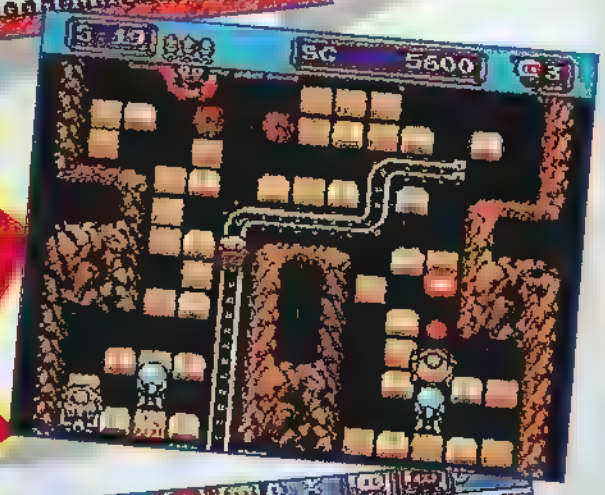
Work away from other bombers and quickly collect as many power-ups as you can.

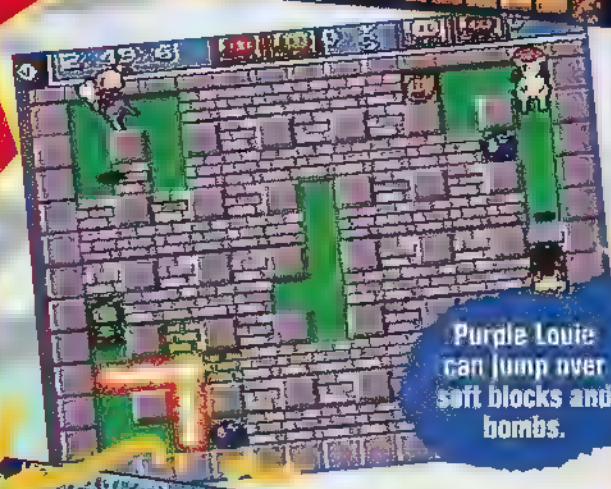
Always bomb the skulls.

Learn to use each of your stages and power-ups against the other bombers. Come out kicking, multi-bombing, riding your Louie and using his talent, and doing things like dropping piles of bombs down trapdoors.



Choose from nine personalities for each computer-controlled player in Battle mode. They all use different offensive and defensive tactics.





Purple Louie can jump over soft blocks and bombs.





In the Europe stage in Battle mode, kicked bombs turn corners to follow the arrows.

Publisher
Sega

Controller
3-Button

Players
1 to 4 (with [illegible] Pl[illegible])

GAME GEAR REVIEW THIS!

TERRIFIC GAME GEAR FIGHTING — NOT JUST FOR KIDS

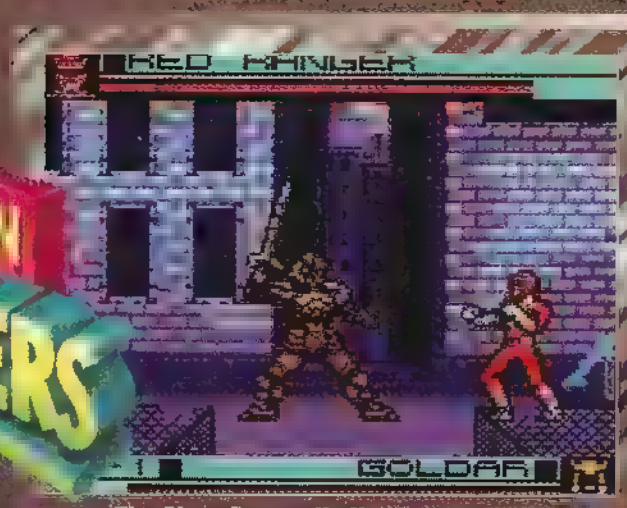
MIGHTY MORPHIN POWER RANGERS

RANK ON RITA

Take on ruthlessly rotten Rita Repulsa and her hideous horde with five talented teens in *Mighty Morphin Power Rangers* for the Game Gear from Sega. Pound the snot out of everything from the Putty Patrol to the massive Nasty Knight in this power-filled portable. With three types of action – Story (seven rounds of alien-whupping joy), Versus (choose your fighter and wail on computer-controlled opponents), and Link (go toe-to-toe with a human enemy using Game Gear cable capability) – there's plenty of thumb-bruising to-go world saving in this Special Attack-filled fighter. Power Rangers is the #1-rated kids' show worldwide, but it offers enough serious action for even the most jaded experienced gamer. Banging aliens has never been so fun.



Use a Special Attack to launch an energy pulse with your DragonZord.



The Story Game pits the Rangers against all those rotten space aliens.



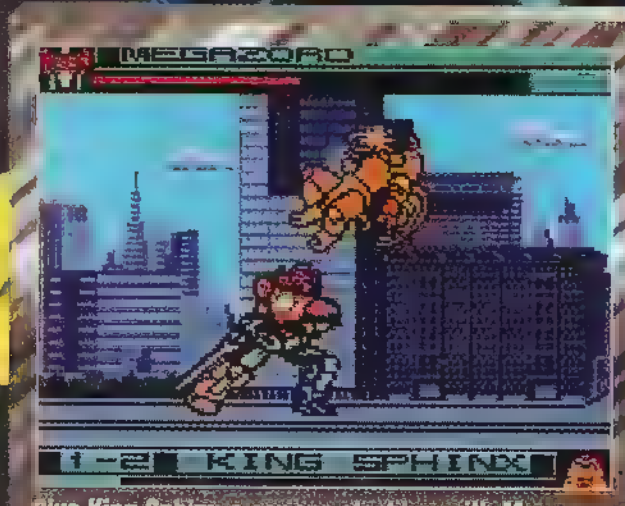
Wreck Rita Repulsa's plan for world domination by wailing on her minions.



Red Ranger is the fastest fighter of your colorful characters.



Blue Ranger's Spear keeps enemies at bay.



Give King Sphinx a serious slashing with Mega Zord's sword.


Projectile weapons are Green Ranger's specialty.

HOT HINTS

Double-tap Toward to Dash toward your opponent.

Double-tap Away to evade danger.

Hit Button 1 and 2 simultaneously to perform an extra fierce Attack from within a Special Attack.

Each Ranger has three Special Attacks. Press Down and then Toward while hitting Button 1, Button 2, or Buttons 1 and 2 simultaneously to put the major hurting on your opponents.

Publisher
Sega

Gear to Gear?
Yes

Players
1 or 2

Rated by V.R.C. GA General Audiences

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MARVEL COMICS

X-MEN®

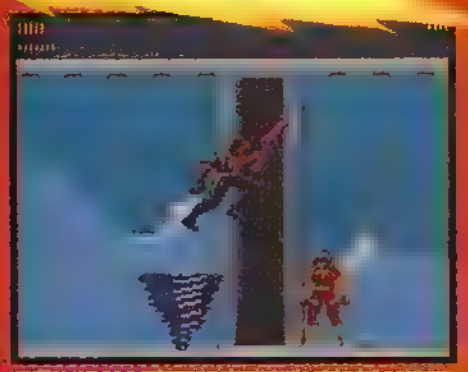
GAMESMASTER'S LEGACY ON SEGA™ GAME GEAR™!



The lethal labyrinth of The Pyramids holds a host of deadly surprises for Rogue - and hidden power-ups as well!



Gambit's staff allows him to fight at any distance. Play your cards carefully, especially with Fabian Cortez in town.



Use Bishop to dodge the deadly tornadoes of Sienna Blaze, and take the fight to her.



KIDS TO ADULTS
K-A
AGES 6+

SEGA

OFFICIAL SEGA SEAL OF QUALITY

COMING SOON! MARVEL COMICS' X-MEN: CLONE WARS on SEGA GENESIS™

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FAST TAKES

Howdy, gamers! At Sega Visions, we always do our best to avoid making the magazine too big to fit in your tired, controller-blistered hands — as a result you get a section called Fast Takes. Here we give you the gist about current and coming games in a highly informative yet smaller form. Just think of Fast Takes as an energy bar instead of a seven-course meal. Chomp. Gulp. Burp (excuse us). You still find out what the game is about, you get to see the graphics in a couple of screen shots, we toss you a few hot hints to help you on your way, and we even give you ratings from our game-glutton crew of reviewers.

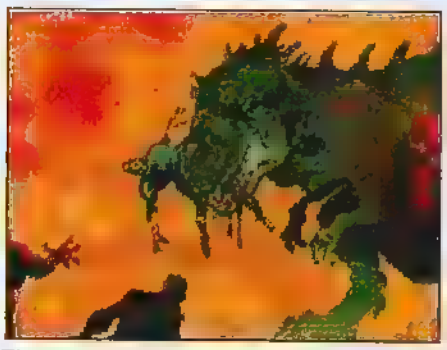
The games are rated in five categories. You get a collection of little black-and-white Sonic noggins (even tiny, this guy is still cool) to let you know how the titles stack up. The higher the number of really small hedge-heads, the better. You can interpret them like this:

Staggeringly Swell	
Seriously Swell	
Swell	
Sorta Swell	
Swill	

SEGA CD

Cadillacs and Dinosaurs

Remember the cartoon "Clutch Cargo?" Cardboard, nonanimated figures hopped around on the screen, with human lips dubbed in for the voices. The stylish intermission graphics of *Cadillacs and Dinosaurs: The Second Cataclysm* from Rocket Science bring back memories of that childhood classic, without the lips. But the game is basically just another Shooter. The game is best with two players — one steers and the other shoots. Can you save a ravaged world from a second cataclysm? In a mint '53 Cadillac, you can do just about anything!



The intermission graphics have a gritty, hand-colored, art-comic feel.



Drive and shoot. Close your eyes, and you could be on an L.A. freeway.

HOT HINTS

- ✔ Don't damage dinosaurs. If you do, you lose time on the Destructo clock.
- ✔ Look for power crystals lying on the roads. Run them over to repair damage to the Caddy.
- ✔ Hold down the trigger button for a bigger blast.

Publisher: **Rocket Science**
Players: **1 or 2**
Rating: **MA-13**

Graphics	
Sound	
Controls	
Challenge	
Overall Fun	

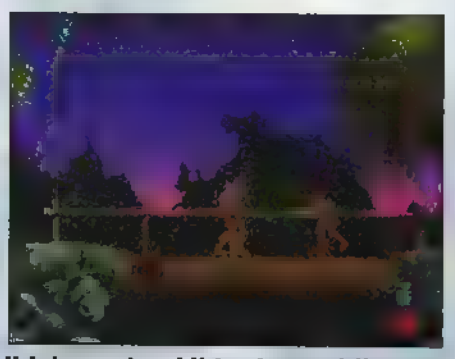
SEGA CD

Shadow of the Beast II

The box calls it "nonstop battle action with perplexing puzzle solving." We found it just perplexing. In *Shadow of the Beast II* from Psygnosis, a side-scrolling Puncher, you must rescue your baby sister from the clutches of the Beast Lord. This time, you don't have the powers of the Beast to draw upon. Or do you? The game has great graphics and sound, a compelling story, a slow interface, and run-of-the-mill play. You can use a weapon left or right, kneeling, standing, or jumping:..that's it. You end up with a title that is suited for older players who get more out of graphics and story than out of their interaction with the game.



The Beast Lord has your sister. Tickle, tickle...



It takes only a hit to clear out these wimps. Try to grab a spear.

HOT HINTS

- ✔ Search out chests. You need the gold to buy an ax.
- ✔ Keep track of your conversations with NPCs. They provide clues to what you must do next.
- ✔ Aerial enemies can plague you to death if you ignore them.

Publisher: **Psygnosis**
Players: **1**
Rating: **MA-13**

Graphics	
Sound	
Controls	
Challenge	
Overall Fun	

SEGA CD

Trivial Pursuit

Question: What board game made a feeble leap to Sega CD early this year? Answer: *Trivial Pursuit* from Parker Brothers. The problem is, the game doesn't know whether you answer correctly or not. You're on your honor to tell the game whether you were right or wrong. (Other quiz-type games have you key in your answer or play multiple choice, so you can't cheat.) Access times are slow. On the plus side, you get some cool multimedia extras, like photos, voice-overs, film clips (why is there so much Eddie Murphy?), and the possibility to lie like a champion. If that's enough for you, check it out. Otherwise, buy some more cards.



The questions range from familiar to downright weird.



As for the answers, you're on the honor system.

HOT HINTS

- ✔ Choose Fast mode for straight question-and-answer with no board game.
- ✔ If you land on the center hexagon, you can choose your question from any category.
- ✔ Comedian Chevy Chase's given name was Cornelius.

Publisher: **Parker Brothers**
Players: **1 to 6**
Rating: **KA**

Graphics	
Sound	
Controls	
Challenge	
Overall Fun	

SEGA CD

NFL Football Trivia Challenge

Quick. Which team won Super Bowls in '75 and '76? What Eagle tied the season record for most fumbles returned for a touchdown in 1991? Test your knowledge of factoids like these in Capitol Multimedia's *NFL Football Trivia Challenge*. It works best with two players, who try to score touchdowns with correct answers. Photos, film clips, and the voices of Pat Summerall and Tom Brookshire accompany the questions. A little strategy is involved — at fourth down, should you punt or try another question? With speedy disc access and 1,500 questions, this one should take any pigskin buff to hog heaven.



Play as any team in the AFL or NFC at Rookie, Veteran, or Pro level.



Drawing a blank? The photo might trigger your memory.

HOT HINTS

- ✔ Sometimes the visuals that accompany a question hand you the answer on a silver platter.
- ✔ Go for the obvious answer. The Houston Oilers play in...Houston.
- ✔ A Pro can play a Rookie.

Publisher: **Capitol Multimedia**
Players: **1 or 2**
Rating: **GA**

Graphics	
Sound	
Controls	
Challenge	
Overall Fun	

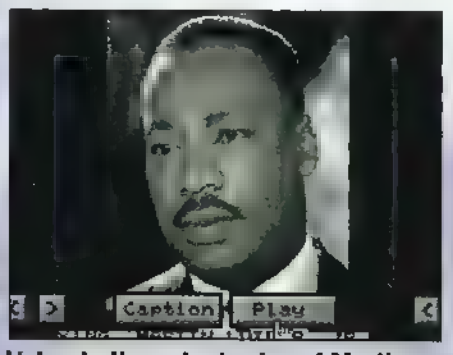
SEGA CD

Compton's Interactive Encyclopedia

Ever see a volcano erupt up close? Explore a floating house in Indonesia? With *Compton's Interactive Encyclopedia* for the Sega CD, you can visit, see, and listen to just about anything, anywhere. It delivers more than 5,000 photos, 30 videos, 34,000 articles, and a ton of noises that range from JFK delivering a speech to a heart beating. Every article from the book version of the encyclopedia is intact, with multimedia add-ons that bring topics to life. If there's one drawback to this CD, it's that many of the photos and movies are of poor quality, not to mention really, really old.



Journey to faraway places, like the ocean floor.



Listen to the actual voice of Martin Luther King, Jr., deliver the "I Have a Dream" speech.

HOT HINTS

- ✔ You can access all related sounds, photos, and movies from an article.
- ✔ Look up Electronic Games for info on why they're good for you.
- ✔ Play the Mosquito noise over and over at full blast to harass your roommate.

Publisher: **Compton's NewMedia**
Players: **1**
Rating: **GA**

Graphics	
Sound	
Controls	
Challenge	
Overall Fun	

SEGA CD

Mary Shelley's Frankenstein

You're not a monster; you're just misunderstood. That's what you have to convince the townsfolk in *Mary Shelley's Frankenstein* from Sony Imagesoft. This Sega CD Action/Adventure combines clips from the film with inventory-based gaming, puzzle solving, and some truly tame fighting. As the limping Creature, you search for clues to your existence, collect items that further your quest, and battle the narrow-minded villagers who stand in your way. Your creator considers you a vile mistake, but use your brains with that brawn, and you can prove him wrong.



Not every monster gets to meet his maker, much less duke it out with him.



Make nice and give the wolf a snack. He might lose interest in attacking you.

HOT HINTS

- ✔ Burn down the storekeeper's house by throwing hay on the candelabrum.
- ✔ Low punches have more reach than low kicks.
- ✔ Save before each fight and whenever you see tarantulas. They can sap your energy as fast as a full-size enemy.

Publisher: **Sony Imagesoft**
Players: **1**
Rating: **T**

Graphics	
Sound	
Controls	
Challenge	
Overall Fun	

SEGA CD

Crime Patrol

It's time to take out the trash and clean up the city. Blasting law breakers is the name of the game in *Crime Patrol*, American Laser Games' live-action, arcade-style Shooter for Sega CD. Using ALG's Gamegun (or a 3-Button controller), you neutralize lethal situations like gang warfare and a nuclear-power-plant takeover. *Crime Patrol* occasionally takes a bullet in the control department — sometimes you can see your shot land right on an enemy's head and not get credit for the hit — but the relentless gunfire and overacting make for game play that's enough fun to wet any gunner's police whistle.



Don't be fooled by this sleazebag. He's a quick draw.

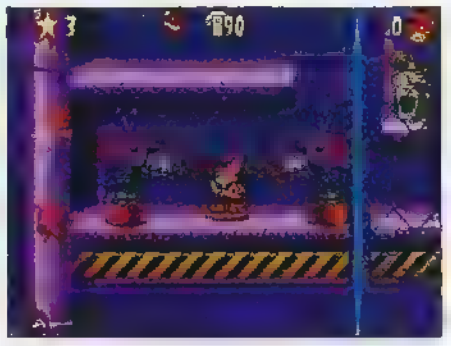


Aim for this guy's right arm the instant you've dispatched the sniper on the balcony.

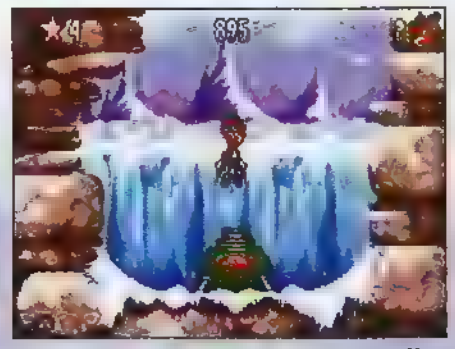
GENESIS

Aero the Acrobat 2

Last year, Aero sent the evil Ektor's sorry butt sailing off a bridge. Was that the last of the ruthless industrialist? Not a chance. In *Aero the Acrobat 2* from Sunsoft, Ektor's back with a frightful new scheme, and Aero must once again don his red cape and spin-drill his nemesis into submission. He also learns some new tricks, like thrashing on a snowboard, hurling himself through a cannon, and squelching a factory of disco tunes. This game is packed with enough crazy contraptions, devious villains, and wacky new animations to satisfy every Aero fan.



Trapped in Dis's laboratory? Look for teleport pads like this one.

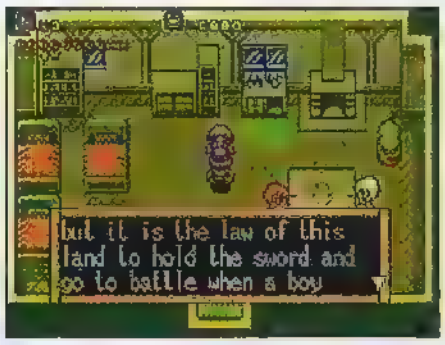


Cannonball yourself to the level exit. Press Down to squeeze yourself in, then press B on the third pulse of the cannon.

GENESIS

Crusader of Centy

Think of *Crusader of Centy* from Atlus as an RPG with training wheels. It's not new or loaded with hot anime graphics. The sprites are reminiscent of the old Sega *Wonder Boy* series. The puzzles and challenges are as much physical as they are cerebral, and not all too tough at that. But it is fun. The button commands are easy to master, the interface is kept simple, and the story line is geared toward a 14-year-old boy. This is also a good title for parents and kids to play together. And you can't say that about many RPGs these days.



In this town, you get a sword and the go-ahead to fight monsters as soon as you hit 14.



Once the Fortune Teller has given you animal speech, you can get the rabbit to help you jump, if you bring along your canine friend.

GENESIS

ESPN Speedworld

If Sony Imagesoft's *ESPN Speedworld* for Genesis were the only race cart around, it would be quite cool. It gives you single-race and full-season modes, 15 tracks, and all sorts of options in the garage. But compared with the abundant competition on the circuit, this one comes up short. The graphics are fairly pixelated, the controls are so-so, the tracks aren't terribly different from each other, and — most important — the speed isn't all that speedy. That said, this cart is still pretty fun to play, especially for strategists. How well you adapt your car to the track and how precisely you determine your pit-stop needs makes or breaks you.



Matching your car to your course is absolutely crucial.



Hug the curves to shorten your route and cut off your opponents.

HOT HINTS

- ✔ Shooting an innocent bystander costs both of you a life.
- ✔ When you're facing the first two balcony snipers in the gang-warfare assignment, aim for the lower one.
- ✔ Reload at every opportunity by shooting at the floor.

Publisher: **American Laser Games**
Players: **1 or 2**
Rating: **M**

Graphics	4
Sound	3
Controls	3
Challenge	4
Overall Fun	4

HOT HINTS

- ✔ If you can't see a way to a power-up, there might be an invisible platform.
- ✔ Collect all four letters in Aero's name to play Ektor's lucrative shell game.
- ✔ Win an extra life by tallying up an average of 80 percent of the enemies, stars, and food in one stage.

Publisher: **Sunsoft**
Players: **1**
Rating: **GA**

Graphics	4
Sound	3
Controls	4
Challenge	4
Overall Fun	3

HOT HINTS

- ✔ Chop down grass in the training area to find coins.
- ✔ As soon as you have 20 coins, buy the power of sword throwing.
- ✔ You need all three medals to get the Holy Sword from the King.

Publisher: **Atlus**
Players: **1**
Rating: **KA**

Graphics	3
Sound	3
Controls	4
Challenge	4
Overall Fun	3

HOT HINTS

- ✔ For sheer, uninterrupted speed, turn Damage off.
- ✔ Don't cut corners. You'll just lose time.
- ✔ Choose manual transmission for the most serpentine tracks.

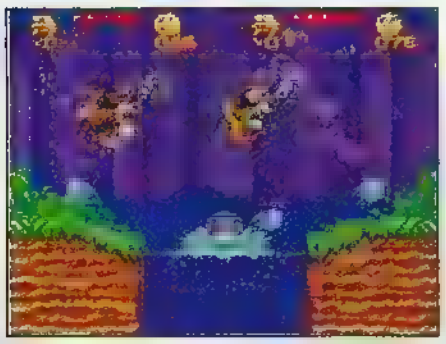
Publisher: **Sony Imagesoft**
Players: **1 or 2**
Rating: **GA**

Graphics	2
Sound	2
Controls	2
Challenge	2
Overall Fun	1

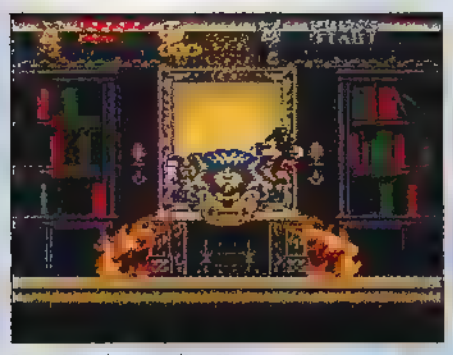
GENESIS

The Great Circus Mystery

Oh no! Mickey and Minnie have gone to the circus, but everything in the tents is topsy-turvy. What's going on? To get to the bottom of *The Great Circus Mystery* from Capcom, these intrepid mice have to wear several hats — make that several complete uniforms. Against skeletons, you might need your cowboy duds, horse, and popgun. Up against a wall? Change into your mining attire and use your pickax to scale the barrier. In your investigation, you meet up with old friends like Goofy and Pluto. And throughout the game, you have to outwit your old enemy Pete, who's every bit as versatile as you.



Use your mining equipment to stay clear of the turtle boss's splashes.



Avoid Pete's reflection until he breathes fire. Then bounce on his head.

HOT HINTS

- ✔ Pick up gold blocks to see what's behind, then fling them at enemies.
- ✔ If you have the cash, buy a power-up or two at the General Store.
- ✔ For a dash over long gaps, choose your cowboy outfit, hold down Button A until you flash, then press A again.

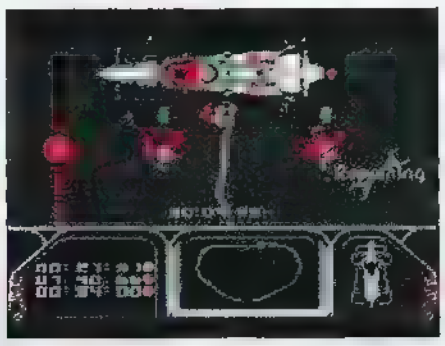
Publisher: **Capcom**
Players: **1 or 2**
Rating: **GA**

Graphics	
Sound	
Controls	
Challenge	
Overall Fun	

GENESIS

Newman Haas Indycar

Any race begins before the green flag. Just ask Nigel Mansell, the "star" of Acclaim's *Newman Haas Indycar*. You can customize your vehicle to the track, modifying transmission, stagger, wings, tires, camber, and more. When you (as Mansell) take to the track, though, the iffy controls could lurch you into a 180 MPH crash like the vertebra-crushing collision that took Mansell out of contention in 1987. You'll be hearing a lot of thuds as you smash into the sidewalls. The speed's not so hot either — this one's more for garage strategists than velocity freaks.



In the pit, you can choose to refuel, change tires, and repair your vehicle.



Get injured, and you're out. In two-player mode, the other racers continue under a yellow flag.

HOT HINTS

- ✔ Increase your Wings setting when your course is especially twisty.
- ✔ A black flag means you must immediately pit in or risk disqualification.
- ✔ If you get a "fuel low" warning in your final lap, don't pit in. You'll still make it to the finish line.

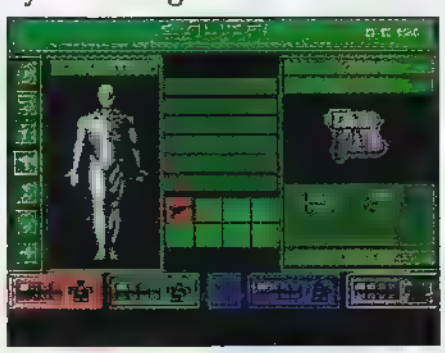
Publisher: **Acclaim Entertainment**
Players: **1 or 2**
Rating: **GA**

Graphics	
Sound	
Controls	
Challenge	
Overall Fun	

GENESIS

Syndicate

If you think doing your tax returns is complex, take a crack at *Syndicate* from Electronic Arts. This Adventure/RPG puts you in charge of cyborg operatives as you try to gain control of the world for your crime syndicate. The game suffers from the intricacy of the button combinations needed to direct its many features. While the story line is cybercool and offers a wide variety of play, getting into the game is a complicated task. If you're into strategy games where you assume micro-control of your players and surroundings, this is a good title for you. But if you're easily frustrated, try something different.



You get to construct your agents before sending them out on missions.



Sometimes it's best to team up agents and destroy your enemies with a withering blast of gunfire.

HOT HINTS

- ✔ Press Button A and Start to have all your agents operate together.
- ✔ Sell the weapons you collect to keep your cash reserves.
- ✔ In a bind? Go into Panic mode by pressing Buttons A and B together.

Publisher: **Electronic Arts**
Players: **1**
Rating: **MA-13**

Graphics	
Sound	
Controls	
Challenge	
Overall Fun	

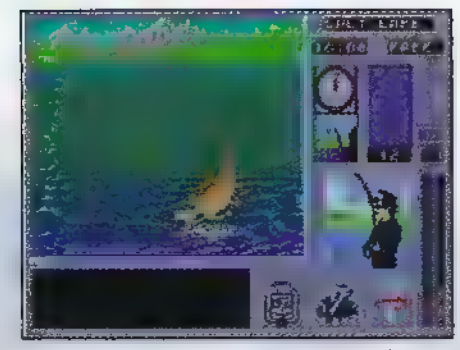
GENESIS

TNN Bass Tournament Of Champions

It's a hawg! If your dreams involve working a jig and pig through heavy cover, welcome to *TNN Bass Tournament of Champions* by American Softworks. You fish one of six lakes in a number of weather conditions. At your disposal are rods, reels, boats, and lures. While the fishing is a hoot, some of your catches are pure fantasy — eight-pound smallmouths are common, and any savvy bass buster knows that just ain't so! Still, it beats cleaning gutters when the lake is closed. Just don't eat your bait.



The tackle store carries enough licensed gear to make even Bill Dance drool with envy.



While the action is pretty good, the fish graphics aren't enough to make you swallow your Red Man.

HOT HINTS

- ✔ Let the lure sink to the fish's level before reeling it in.
- ✔ Always buy the best, when you can afford it.
- ✔ Get too close to shore, and you lose your lure in a tree.

Publisher: **American Softworks**
Players: **1**
Rating: **KA**

Graphics	
Sound	
Controls	
Challenge	
Overall Fun	

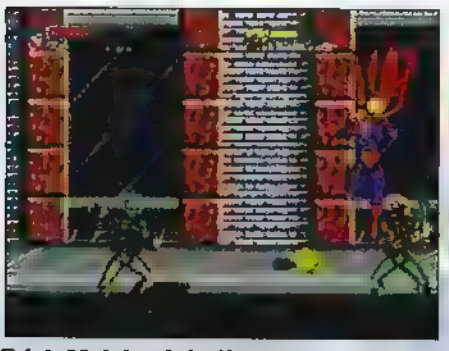
GENESIS

The Death and Return of Superman

Relive the most shocking event in comic-book history as you fight an underworld of mutants and thugs in *The Death and Return of Superman* from Sunsoft. You begin the game as Superman, battling Doomsday and his band of cretins. But no matter how well you fight, Doomsday lands a lethal blow. In Superman's absence, four impostors appear, each with Superman-like qualities and devastating moves. Playing as multiple superheroes is cool, but the punch-and-walk action gets a little repetitious.



As the Cyborg, you duke it out with airborne enemies.



Trick Molotov into throwing a cocktail at another enemy by getting close, then flying out of the way.

HOT HINTS

- ✔ Throw enemies at each other: Approach one, then press Button B.
- ✔ The first time you fight Doomsday, corner him at the right of the screen.
- ✔ Knock enemies out of spacecraft with a flying leap: Press Button C, then B.

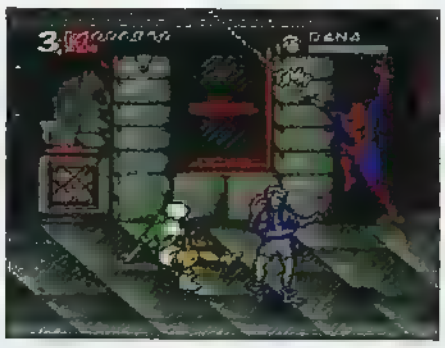
Publisher: **Sunsoft**
Players: **1**
Rating: **MA-13**

Graphics	
Sound	
Controls	
Challenge	
Overall Fun	

GENESIS

Maximum Carnage

Who's the greatest vermin of them all? Put Spider-Man and Venom to the test in Acclaim's *Maximum Carnage*. At key points in this Action/Adventure, you choose to fight the nefarious Carnage's crew playing as one superhero or the other — chunks of the story line turn on your decision. You also tap into the powers of a pantheon of comic-book heroes like Morbius and Deathlok. Other than that, it's just your routine side-scrolling punch-and-kick-fest, with a few extra swinging and slinging moves. Marvel Comics freaks will love the large sprites, but the game play falls short.



Make extensive use of your web against Lizzie and Dana. If you rely on close-range attacks, they'll get you with their lethal hair flips.



Venom can hurl enemies with the best of them. Nice pose, big guy.

HOT HINTS

- ✔ Thrown objects usually inflict more damage than your fists can.
- ✔ Grab health power-ups quickly. They fade away if you don't snatch them.
- ✔ When harassed by multiple bad guys, consider a scissor kick. Be warned, though: It drains your energy.

Publisher: **Acclaim Entertainment**
Players: **1**
Rating: **MA-13**

Graphics	
Sound	
Controls	
Challenge	
Overall Fun	

GENESIS

Shaq Fu

You knew he could dunk, pass, and shatter the backboard. And you may have seen him act (or try). But did you know that he also flings Urikin, swings a mean Inferno Kick, and dukes it out with 11 otherworldly sickos one on one? In *Shaq-Fu*, Electronic Arts' new Fighting game, basketball's big bald guy faces down hellish opponents who are armed with moves as fast and bizarre as anything out there. Try Sett's Mummy Wrap or Mephis's Lightning Jaw, and you'll see what we mean. The graphics are fluid, and the speed, which is adjustable, is top of the line. Hard-core Fighting fans will flip.



Blow 'em away with Kaori's Cyclone. Press Down, Away, and Button C.



Either Beast has gone overboard with the garlic or he's lobbing a Spitfire. Exhale the flames by pressing Down, Torward, and Button B.

HOT HINTS

- ✔ Steam your enemy with a Taunt. By pressing Button X.
- ✔ Nezu's most powerful attacks are long-range.
- ✔ Unevenly matched opponents can equalize the odds by adjusting the Handicapping meter.

Publisher: **Electronic Arts**
Players: **1 or 2**
Rating: **MA-13**

Graphics	
Sound	
Controls	
Challenge	
Overall Fun	

GAME GEAR

U.S.H.R.A. Monster Truck Wars

Welcome to redneck territory. Where the food is greasy, the sheriff is corrupt, and *U.S.H.R.A. Monster Truck Wars* from Acclaim is the Game Gear title of choice. Hop in a big, mean vehicle and run roughshod over everything in your path. That includes rows of parked cars ripe for crushing, oil slicks, nitro and cash power-ups, and of course your opponents. There's not much variety among the racecourses, but the obstacles are challenging and the crunching sound effects will rattle your bones. So spit out that chaw and smash some chassis, bubba.



Screw up your opponents' alignment by ramming them into parked cars.



Take a particularly punishing slam in the last race? Use your prize money for repairs.

HOT HINTS

- ✔ Spend $100 to maximize your nitro even before your first race.
- ✔ Squeeze by the banks of parked cars instead of crushing over them to reduce damage to your vehicle.
- ✔ Placing well is more important than picking up cash along the track.

Publisher: **Acclaim Entertainment**
Players: **1**
Rating: **GA**

Graphics	
Sound	
Controls	
Challenge	
Overall Fun	

neglecting certain body parts?

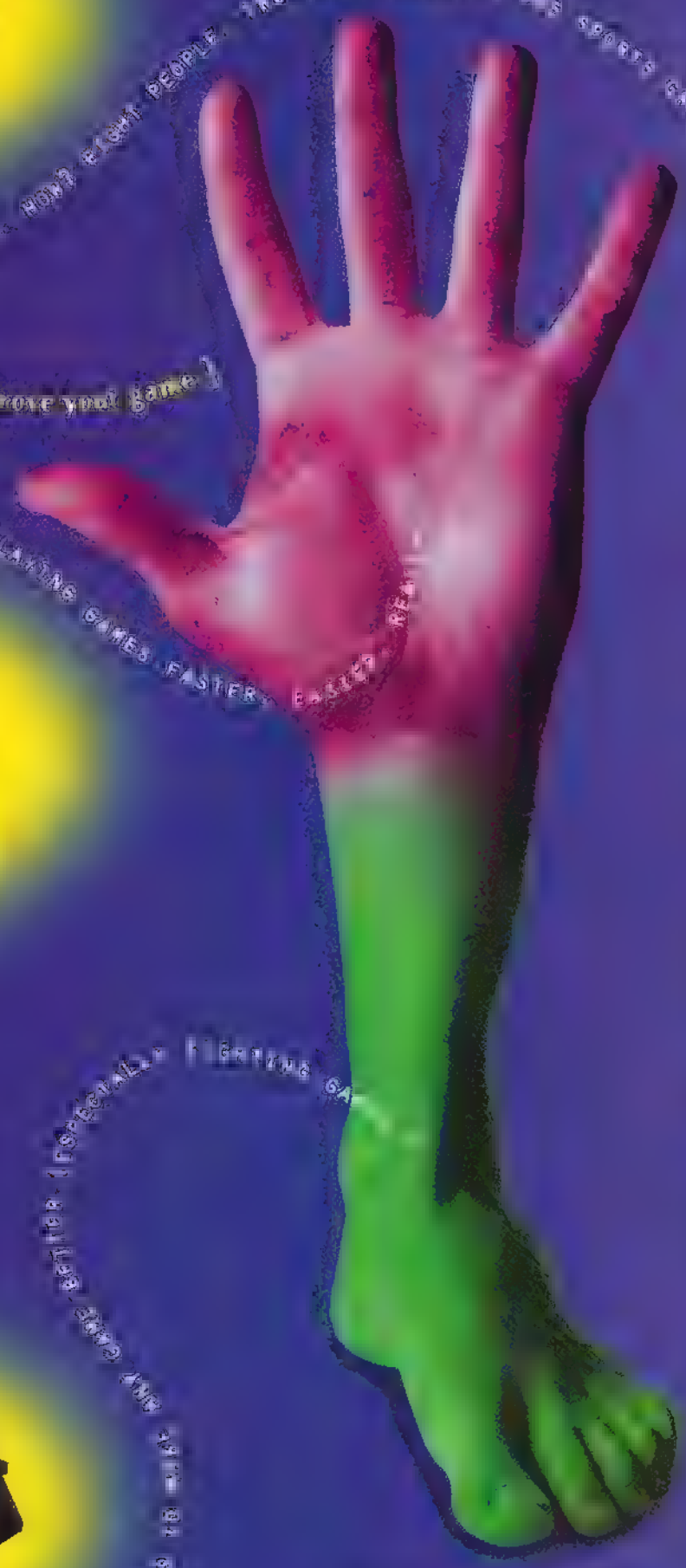


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ACTIVATOR [illegible] ARMS. WHATEVER USE THEM WITH PLUG IN AND PLAY GAME. BETTER [illegible] FIGHTING GA



SEGA

GENESIS EXTRAS

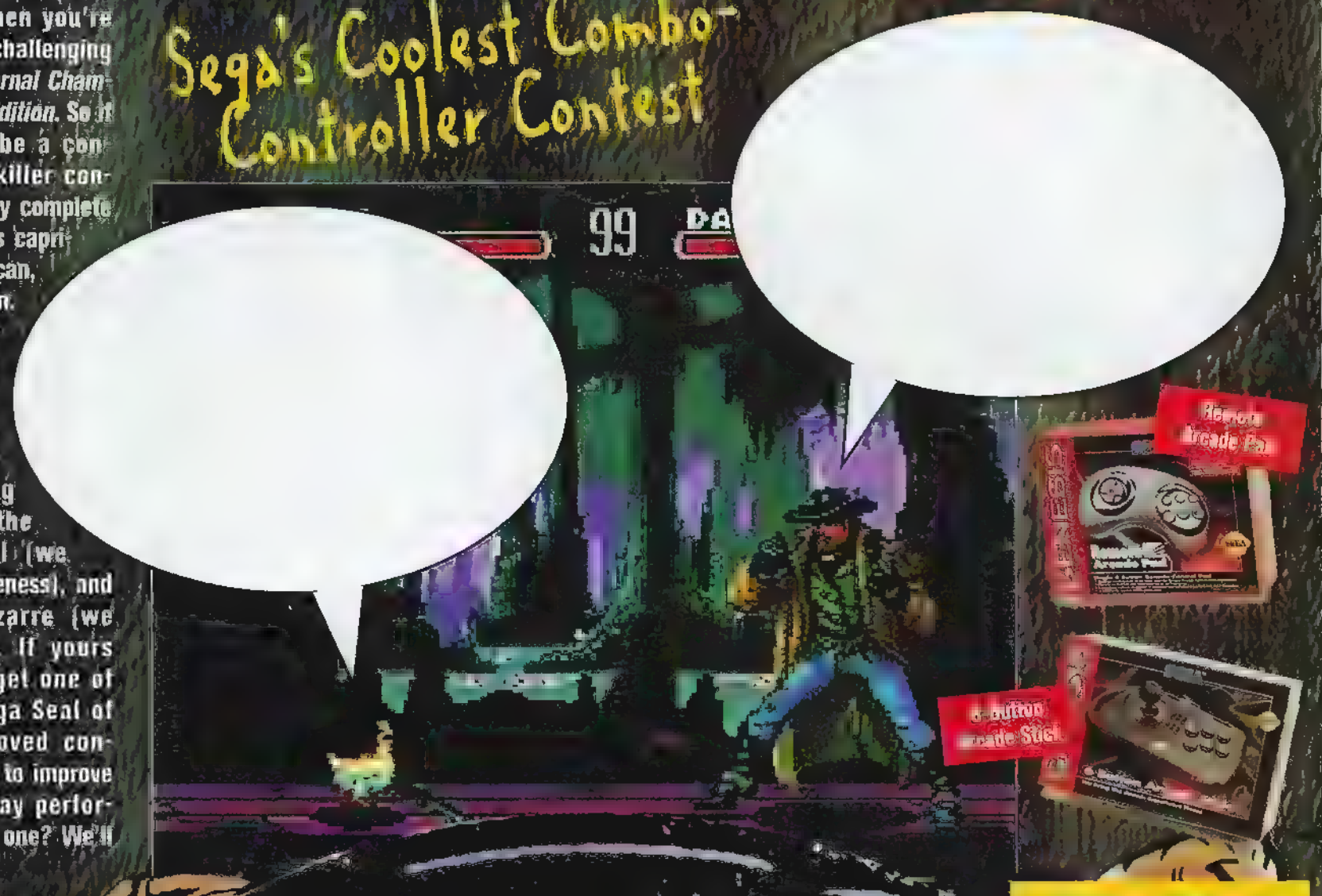
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Get Your Claws on Some Killer Controllers

Sega's Coolest Combo-Controller Contest

Monstrously Good Prizes

Everyone knows that cool controllers make all the difference when you're playing superchallenging games like *Eternal Champions Special Edition*. So if you want to be a contender for a killer controller, carefully complete the captions as capriciously as you can, and send 'em in. It's that simple. Enter now or face major defeat! We'll pick the funniest (we're big on funny), the most original (we applaud uniqueness), and the most bizarre (we luv strange). If yours wins, you'll get one of these hot Sega Seal of Quality-approved controllers – sure to improve your game-play performance. Which one? We'll surprise ya.



Official Entry Form

Complete the information requested below on this entry form (or a photocopy of it), and mail it with your captions to Sega Visions, Cool Combo-Controller Contest, P.O. Box 3899, Redwood City, CA 94064.

Name _____

Address _____

City _____ **State** _____ **Zip** _____

Phone ( ) _____ **Sex** _____ **Age** _____

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Rules! Rules!

1. No purchase necessary. Contest is void where prohibited.

2. To enter, please fill out the official entry form (or a photocopy of it), bundle it up with your entry, and zip it off to the address on the form.

3. All entries must be postmarked by April 30, 1995. Enter as often as you like, but mail each entry separately. *Sega Visions* is not responsible for lost, late, misdirected, or stolen entries. Mutilated or illegible entries will be disqualified.

4. The prize for each of the winners will be either a Remote Arcade System or a 6-Button Arcade Stick. A total of 25 prizes will be awarded. The odds of winning depend on the number of entries received. Cash will not be awarded in lieu of stated prizes. Winners are solely responsible for all applicable federal, state, and local taxes.

5. Winners will be selected on May 5, 1995 by the editors of *Sega Visions*. The decision of the editors is final. Winners will be notified by mail. By signing the entry form, you grant *Sega Visions* the right to reproduce your winning entry. All entries become the property of *Sega Visions* and cannot be returned. Winners may also be required to sign an affidavit of eligibility and a publicity release prior to publication of the winning entries in *Sega Visions*, or *Sega Visions* reserves the right to select an alternate winner.

6. This contest is open to all residents of the U.S., Puerto Rico, and Canada except employees of Sega of America or its affiliates and their immediate families.

7. For a list of winners, send a self-addressed envelope to Cool Combo-Controller Contest, P.O. Box 3899, Redwood City, CA 94064.

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Sports Playbook

Wrestling That Ain't Rigged

WARM-UP

So you thought all those big-time wrestling matches were fixed. Well, they're not when you're at the controls of Acclaim's *WWF Raw* for the Genesis. Leaps off the turnbuckles, out-of-the-ring body slams, and dozens of flashy special moves are all part of the game. Choose from 12 real superstars of the ring and deploy their trade-mark maneuvers, like Doink's suffocating Whoopee Cushion and

PUBLISHER: **Acclaim Entertainment** PLAYERS: **1 to 4**

CONTROLLER: **3- or 6-Button**

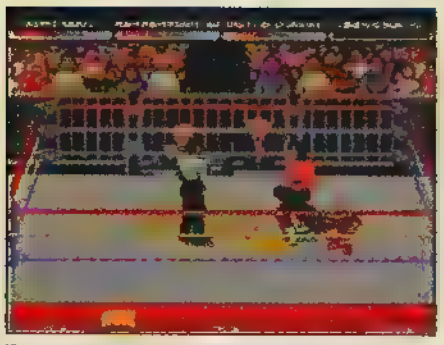
Tussle with Hustle

Hone your skills in a classic One-on-One match. Master the basic knee-drops, stomps, and pins. Once you've flexed those muscles, pile on the competition in modes like Tag Team, which pits two against two, and Survivor Series, which doubles the team sizes. For some grand-scale tournament action, slam it out in Raw Endurance mode, which matches as many as six wrestlers against as many opponents in a fast-and-furious series of matches, or Royal Rumble, which throws up to six wrestlers in the ring at one time.

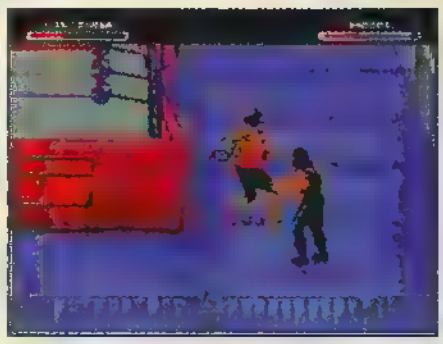
WWF Raw is somewhere between a Sports game, a Fighting game, and an all-out melee. The sprites are a little small, but when you can wail on your opponent with the water bucket outside the ring, who's complaining?



Beware of opponents waiting outside the ring in Tag Team matches – they may get in on the action a little early.



Turn 'em into a king-size pool cue with Bret Hart's Sharpshooter. When your opponent is knocked down and low on energy, walk to his feet and press Buttons A and B.



Settle it outta the ring. Wail on your opponent with the water bucket while you're at it.



Splash 'em when they're down. From behind your fallen foe, press Button B.



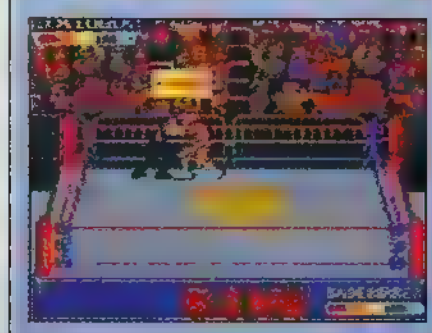
TIPS

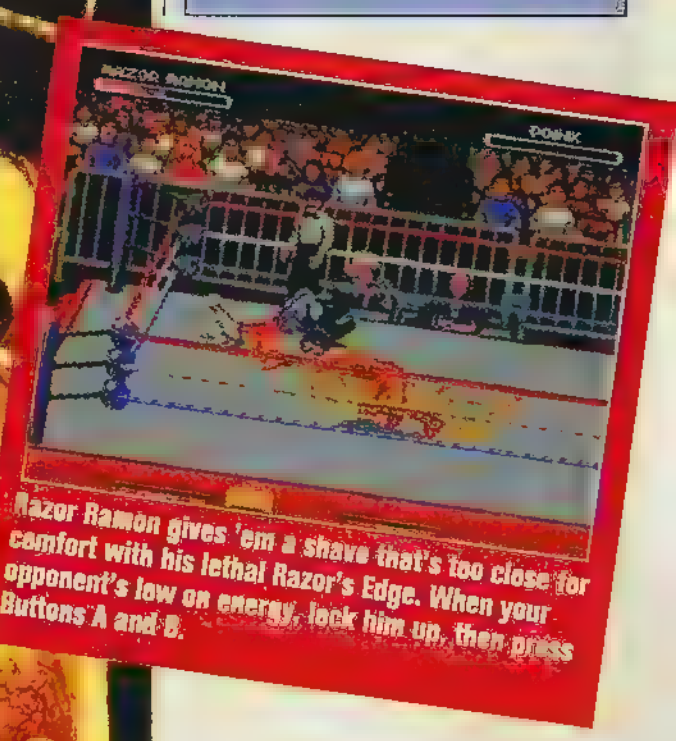
- ✔ When the ref is out of commission, gouge your opponent's eyes by pressing Buttons A and B.
- ✔ Ring the bell with the other guy's head by locking him up outside the ring, then pressing Button A to hurl him into the bell.
- ✔ Opponent charging you? Use his momentum against him by pressing Button B.
- ✔ When you're on the mat, roll away from your opponent, then press Button C to get up.

Wrestling on The Move

If you can wrestle outside of the ring, you know you can take the action off the couch. *WWF Raw* for Game Gear goes anywhere you can. Choose from ten grapplers and nine modes of play. Just one thing — no grunting in public, please.







Razor Ramon gives 'em a shave that's too close for comfort with his lethal Razor's Edge. When your opponent's low on energy, lock him up, then press Buttons A and B.

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More Cheats, Tricks, and Hidden Characters



Warren Moon now playing for da Bulls! At the initial screen, place your cursor over U, then tap Start and Button C simultaneously. Next, place your cursor over W, then tap Button A, B, or C. Lastly, place your cursor over the blank, and hit Start and Button A simultaneously.

TIPS

- ✔ Always follow your shot in. That way you are already in place for the rebound.
- ✔ Shot accuracy increases in the last three seconds. If you're down (but close), wait until the clock is under that mark before you shoot.
- ✔ Win the tip-off by tapping Shoot constantly as the Matchup screen starts to fade.
- ✔ Go for the Powered Up Defense. With this cheat you can goaltend at will and get knocked down a lot less. Tap A, B, C, B, C, A, and Up at the Matchup screen.
- ✔ Steal like crazy by using Powered Up Intercept. Tap Up, Down, Left, Right, Up, Down, Up, and Down at the Matchup screen.
- ✔ Play permanently On Fire by tapping C, B, C, B, C, B at the Matchup screen.

WARM-UP

Talk about heat! This one's literally on fire. *NBA Jam* for Sega CD from Acclaim gives you two stars from each of the NBA's 27 teams, 54 of the biggest names on the court, and multiplayer action (with Sega's Team Player). With faster play, more hidden characters, an extended halftime show, full-motion animation sequences from actual NBA games, and four CD-quality sounds, this is for die-hard *NBA Jam* fans. Using the space of the disc-based medium, this one's

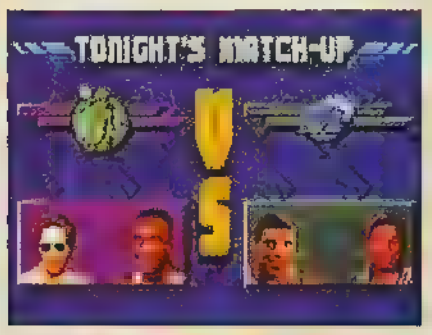
PUBLISHER: **Acclaim Entertainment**

PLAYERS: **1 to 4 (with Team Player)**

CONTROLLER: **3-Button**



How about a hidden character nicknamed Chow-Chow? At the initial screen, place your cursor over the C, then tap Start and C. Next place your cursor over the A, then press A, B, or C. Lastly, place your cursor over the R, and hit Start and C.



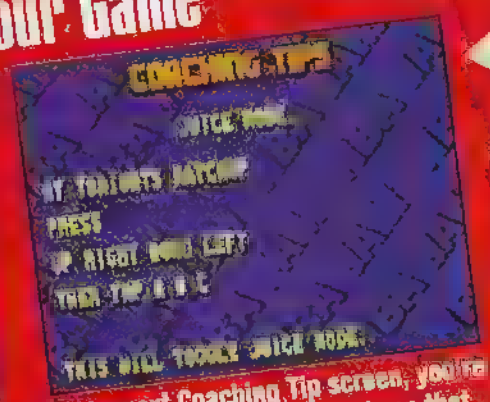
Feeling like a Weasel? At the initial screen, place your cursor over the S, and hit A, B, or C. Next place your cursor over the A, and tap Start and A simultaneously. Lastly, place your cursor over the X, and hit Start and A again.



Juice Up Your Game



So undefeated against all 27 teams to win the championship, and you get to go at 'em again with Juice mode on (this speeds up play substantially).



At the next Coaching Tip screen, you're given the code for Juice mode so that you can use it anytime. Hit Up, Right, Down, Left, Button A, Button B, and then Button C at the Matchup screen.

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Sports Playbook

Get Tee'd Off!

Better to Be Tee'd Off Than Tee'd On (Whatever That Means)

WARM-UP

Earn $45,000 on a six-foot putt. *Ker-plunk!* It's in the hole! *PGA Tour Golf III* from EA Sports for the Genesis gives you today's greatest golfers on some of the finest courses in the nation. One to four players battle shot for shot against digitized figures of ten of the world's best PGA tour players today in five scenarios. Select the...

PUBLISHER: **EA Sports** PLAYERS: **1 to 4 (with Team Player)**

CONTROLLER: **3-Button, TeeV Golf**

GA



Punch, Chips...This Must Be a Party

Choose from eight golf courses, most of which play host to an actual PGA event. Three types of shot are available — normal, punch, and chip — and you can even adjust the amount of fade, draw, and arc of each shot before hitting it.

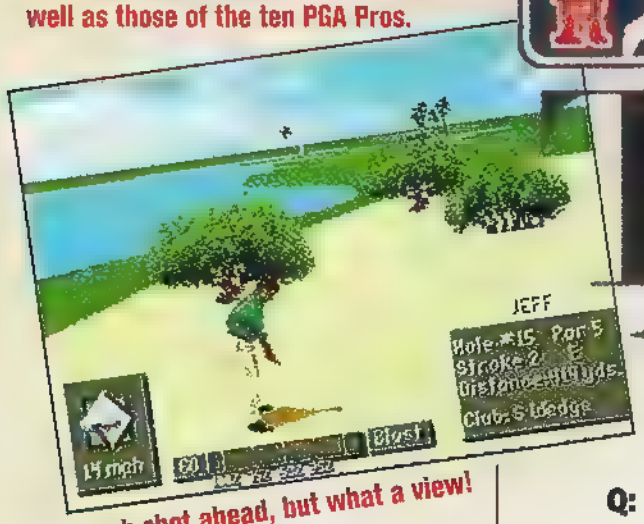
Destroy Fuzzy Zoeller in a head-to-head Shoot-Out — talk about an ego boost for your average hacker.

Get an Albatross? Use instant replay to view it again or store it for future viewings.

Does the 12th hole at River Highlands give you fits? In Practice Round, you can play any hole on any course in any order. But before teeing off, use the Hole Browser to manually view the hole you're about to play from top to bottom, tee to green. Or select Fly-by-Hole to have a PGA Pro give you a private tour.



Check out your cumulative stats as well as those of the ten PGA Pros.



Tough shot ahead, but what a view!

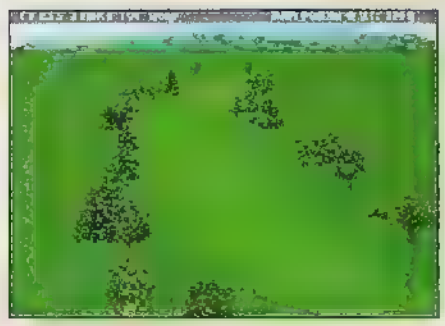
PGA TOUR GOLF III



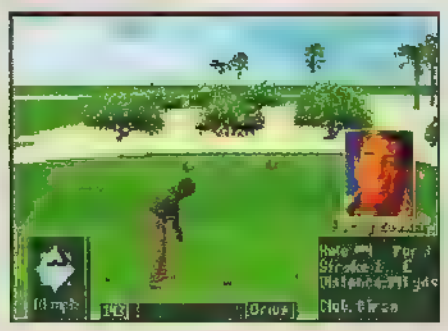
Adjust the amount of fade, draw, and arc of a shot.

TIPS

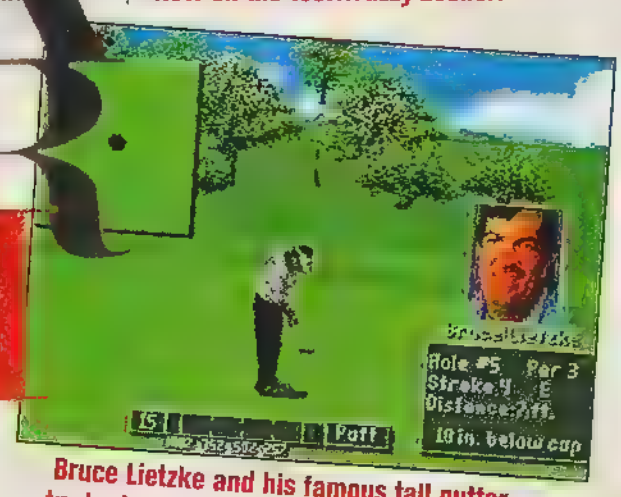
- ✔ Use the Take a Mulligan feature repeatedly while practicing a round to master a particular type of shot.
- ✔ During a tournament, study the course statistics to determine which holes are playing the hardest and which are the easiest. Adjust your game accordingly.
- ✔ Monitor the wind meter. The wind can be a foe or your best friend.
- ✔ Before teeing off, use the Hole Browser to locate the most advantageous landing area for your upcoming drive.
- ✔ Play conservatively when competing in Skins or Shoot-Outs against any of the ten pros. These guys don't make many mistakes!



The Hole Browser is great for examining a hole before you play it.



Now on the tee...Fuzzy Zoeller.



Bruce Lietzke and his famous tall putter try to drop it in the cup.

Q: How many dimples does the average golf ball contain?
A: 492 (we counted).

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B - B - ↑

Tunk Dunk

This one is very missable, so just hold on tight and hope your hands aren't too sweaty.



B - A - →

Sonic Boom

If you attempt this one and miss it, the embarrassment could be too much to recover from.





B - A - ←

Sledgehammer Dunk

Show that guard where this dunk got its name from.

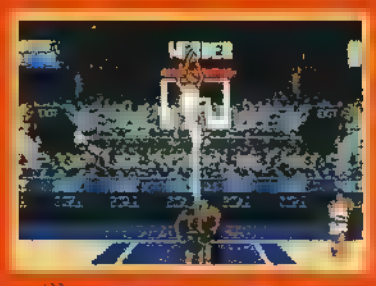


B - A - ↑

Hangtime

Do this move correctly and you'll be airborn long enough for Dan Patrick to go get a hot dog. And some condiments.





B - A - ↓

Reverse Jam

Time this one right and Chris Webber will fly so high he'll show up on air traffic control radar.



B - B - ↓

Stop & Pivot

You'll need all the fancy footwork you can get in the "streetball" mode. Because on the blacktop they play for keeps.



B - A - A

Super Jump & Block

How many opportunities do you have to take on an NBA star in front of 20,000 fans?

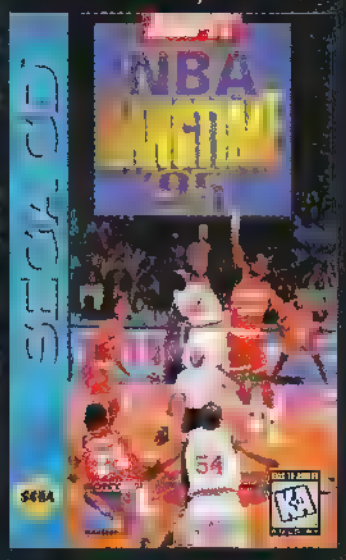


A - A - ↓

Downtown

We're not giving three pointers away here, but with a little practice you'll nail 'em like Reggie Miller.

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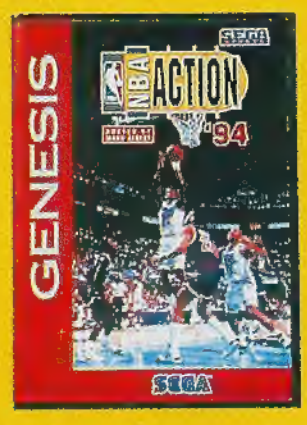
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